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> 02/17/95 STR 1107 "The Original * Independent * OnLine Magazine!"
  """"""""""""""""""
- STR INDUSTRY REPORT   - QCOPY 1.1 WINDOWS   - ProWIN Plus 2.1
- TCP/IP NOW!   - Internet Connect V2 - MITNICK NAILED!
- Sony GIANT Monitor   - Winter CES REPORT   - Sanctuary Woods
- People Talking   - Jaguar News   - STR Confidential

-* PIONEER TO BUILD MAC CLONES *-
-* USROBOTICS BUYS NEW FACILITY *-
-* NEC: 1 GIGABIT DRAM CHIP *-

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STReport International OnLine Magazine
The Original * Independent * OnLine Magazine
-* FEATURING WEEKLY *-

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> From the Editor's Desk   "Saying it like it is!"
  """"""""""""""""""""""

     On another platform quite some time ago, where I enjoyed my humble
beginnings in learning my way around computers, there was a large number
of issues, editorials and essays that were critical of the company that
made the computers I learned on and was so fond and proud of. Oh, it was
all very much deserved.. of this there can be no doubt.

     Atari was buffeted repeatedly for what seemed like forever in
breaking their promises of delivery of its ill-fated "Falcon" 68030
computer. Why do I mention this? Easy! This past week, one of the
"still going".. Atari enthusiasts came forward with this argument. "Why
don't you harangue Microsoft about their continued non-delivery of
Windows'95 the way you did Atari over the Falcon?"

     I felt it was a good question that at least was deserving of a civil,
honest to goodness, answer. So here goes. One major focal point is that
for Atari, the Falcon was the "do or die" breakpoint in the computer
business. If they blew it for the Falcon, they will have blown it period.
And blow it they did. Big Time! Now they are into "game machines" once
again. It appears they are giving the Jaguar the same "treatment" they
are so famous for. But that's another story for another time. As for
Microsoft and Windows'95, this is a entirely different situation. The
following factors must each be taken into consideration;

          A - Microsoft does not have one foot on a banana peel and the
other in the corporate grave much as Atari did during the heydays of the
incessant Falcon delays. Microsoft will be around for many decades to
come regardless of the success or failure of any particular product they
introduce.

          B - Windows95 is a far cry from a new computer being put in an
old computer's case and hawked as something rather new , distinct and
wonderful. On the other hand, Windows'95, even in its current beta
incarnation, is already more widely distributed. In fact, there are more
copies of Win'95 out there in the hands of Microsoft's various levels of
beta teams than was ever dreamt of Falcons being sold.

          C - By the end of 1996, Microsoft's Windows95 will have earned
itself the distinct reputation of being the most widely acclaimed and
widespread in use operating system thus far in annals of the computing
world. Some say it will surpass NT by an easy country mile and could when
fully released possibly remove the need for NT altogether.

          D - Last and most importantly, one must really consider the
"green with envy reactions" of many over the millions of dollars Windows
itself earned for Microsoft and W. Gates. Can you possibly imagine the
fits of apoplexy and outright throes of chartreuse envy some will have
over the billions of dollars that Windows'95 will earn Microsoft and Mr.
Gates?

In closing, there can be no comparison between a failing computer
company attempting to offer its last ditch hope (the Falcon) for survival
while suffering from repeated crippling, debilitating delays and a fully
fledged, highly successful computer software giant such as Microsoft. To
engage in such folly is just that.

    One can simply not offer enough praise for the new Novell
PerfectOffice package. Its "simply wonderful". If ever a combined
package deserved praise this is it. Like the Popiel commercials say; "it
does it all and does it better than any others". Take a moment or two out
of your busy schedules and take a good look at PerfectOffice. It really
is perfect. Perfect not only for a few.. but for everyone. Especially
the SOHO business person. From letter writing, document processing and
glittering graphics to easy desktop publishing, this package is hard to
beat. It really is tops in both performance and value.

                                        Ralph...

Of Special Note:

    STReport will be branching out further to Internet's userbase in the
very near future. We've received numerous requests to receive STReport
from a wide variety of Internet addresses. As a result, we're putting
together an Internet distribution/mailing list for those who wish to
receive STReport on a regular basis, and we'll UUENCODE each issue and
mail it to you.

    If you're interested in being added to our mailing list, please, send
your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look
for mailings to begin by October first. We are also considering a number
of Internet ftp sites in which to post our issues for as well. Whatever
we can do to make STReport available to you. we'll try it!

    ""

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 """"""""""""""""""

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                        """"""""""""""""""""
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appeared.   In closing, we shall arduously endeavor to meet and further
develop the high standards of straight forwardness our readers have come
to expect in each and every issue.

                                        The Staff & Editors

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> STR INDUSTRY REPORT   LATE BREAKING INDUSTRY-WIDE NEWS
    """"""""""""""""""""

Computer Products Update - CPU Report
-----------------------   ----------
Weekly Happenings in the Computer World

Issue #07

Compiled by: Lloyd E. Pulley, Sr.

******* General Computer News *******

>> NEC Develops 1 Gigabit DRAM Chip <<

   DRAM chips with a capacity of one gigabit, or a billion bits of
information -- bigger than any now on the market -- have been developed
by Japan's NEC Corp.

   In Tokyo this week, NEC Vice President Hajime Sasaki told a news con-
ference his employer will start sample shipments in 1998 and to start
mass production as early as 1999. He estimates capital investment of
about 150 billion yen is needed to start mass production.

   Said Sasaki, "The DRAMs will be suitable for use in future multimedia
terminals such as video-on-demand terminals and next-generation mobile
notebook computers."

   It's noted that a one-gigabit DRAM chip has enough capacity to hold
the information contained in about 4,000 newspapers, four hours of
compact disk quality sound or 15 minutes of video images.

>> Bidding for Commodore Nears End <<

   Two new bidders have entered the contest for the remaining liquidated
assets of Commodore International Ltd.

   Reports say that one is German PC maker/distributor Escom AG, and the
other is "a major American technology company" represented by Louis
Ulysses of Seattle, who declined to reveal its name.

   Reports quotes Escom's attorney as saying the German company had been
willing in September to pay $12 million for the remains of Commodore,
and is still interested, but probably will no longer be willing to pay
that amount, because the sale has been delayed so long.

>> Sony, Oracle to Collaborate <<

   Sony Corp. and Oracle Corp. say they have signed a letter of intent
to work together to develop video, audio and text news database
products.

The companies initially plan to combine Oracle's expertise in multi-media database management with Sony's strength in television broadcast and production to create a new digital electronic newsgathering (ENG) video system.

The companies' first goal is to increase broadcast newsroom productivity by combining video and audio clips with wire service text on a single edit workstation.

>> IBM Cuts ThinkPad Prices <<

Prices have been cut 6% to 11% on six models of IBM's ThinkPad notebook computer line.

>> Pioneer to Build Mac Clones <<

Pioneer Electronics Corp. says it has reached an agreement with Apple Computer, Inc. to license the Macintosh operating system for use in a new line of audio/video (A/V) personal computers.

The deal's terms weren't disclosed.

Pioneer says it plans to create a new market with a computer that will integrate A/V peripherals and desktop computers. It notes that the integration will take advantage of the company's experience in the A/V and optical disc fields.

Pioneer intends to sell the systems under its own brand name. The company plans to release products this summer. Pricing and availability details will be announced later by Pioneer.

>> USRobotics Buys New Facility <<

Modem maker USRobotics, Inc. says it has entered into an agreement to purchase a 302,000 square foot facility on a 23 acre parcel in Morton Grove, Illinois, from Northern Telecom.

USRobotics expects the new facility to create more than 500 new jobs during the next three years. The firm expects to invest more than $15 million in the facility.

>> Virus Closes Australian Tax Office <<

The Australian Taxation Office was struck this week by a virus named "no frills" that brought 15,000 personal computers across the country to a complete halt.

Reports say that the virus, which may have caused some data loss, was discovered in the Box Hill ATO office in Melbourne's eastern suburbs.

The virus not only rendered the PCs in that office useless, but it also led to a total shut-down of the Australian Taxation Office's national PC network until the virus could be eliminated.

>> Motorola Offers New PowerPC Chip <<

A new version of the PowerPC microprocessor aimed at makers of consumer-electronics gear has been unveiled by chipmaker Motorola Inc.

Called the PowerPC 602, the chip is the latest in a family of micro-processors jointly created by Motorola, IBM and Apple Computer Inc.

Motorola officials said that 3DO Co., a designer of video-game machines, will be using the 602 chip, and that Japan's Matsushita Electric Industrial Co. will use the 602 in its next generation of 3DO systems.

The firm also said the 602 chip will be aimed at makers of such things as small computers and wireless-communication equipment.

>> Sony Unveils Giant Monitor <<

Sony Electronics Inc. has introduced a high-resolution computer dis-play with a 16:9 aspect ratio.

Designed for graphic arts, satellite imaging/remote sensing, CAD and other applications benefiting from a unique horizontal view and larger image area, Sony says the new GWM-3000 monitor is the first model in a new series of specialized wide-screen displays.

Incorporating a 30-inch Trinitron tube with a 28-inch diagonal viewing area, Sony notes that the GWM-3000 offers a usable screen area of 23.6 inches wide by 13.3-inches high, providing more work area for graphics, spreadsheets and simulations than any commercially available color computer display. The GWM- 3000's super-high, non- interlaced resolution of 1,920 dots by 1,080 lines, or more than two million pixels, displays characters as small as 0.1-inch high from corner to corner, anywhere on the screen.

Sony notes that the unit's Digital Alignment technology allows for precise display adjustments, eliminating the need to call in technicians or use specialized alignment equipment. The company also says the display's Auto Calibration optimizes user- selected color balance by detecting and controlling the CRT beam currents to stabilize white balance automatically and continuously while the monitor is in use.

The monitor accepts both RGB and composite signals via five BNC input connectors on the back panel. The unit complies with Swedish MPR II and TCO safety standards for very low frequency (VLF) and extremely low frequency (ELF) magnetic and electrical emissions. The GWM-3000 also incorporates an EPA Energy Star-compliant power management system.

The GWM-3000 will be available in April. The unit will sell for $21,900.

>> Borland Introduces Delphi <<

Borland International Inc. has formally unveiled Delphi, its long-awaited visual application development software.

The product is scheduled to become available in single-user and client-sever versions by the end of February.

The software publisher notes that Delphi combines the power of a native- code compiler, a visual development environment, an object-oriented architecture and scaleable database technology. It says the product can create applications that run 10 to 20 times faster than those created with first generation visual development tools.

Delphi Client/Server sells for $1,999. The single-user version costs $495 and has a 90-day promotional price of $199.95.

>> Group Challenges Microsoft Network <<

ASCII Group Inc., a buying group for 1,075 independent computer dealers, will ask the U.S. Justice Department to take action against Microsoft Corp.'s planned online network.

Representatives of the group have said they believe Microsoft will illegally bypass them by allowing computer and software makers to sell their products directly to consumers.

Microsoft has said it will provide services for hardware and software companies on its planned online network. The ASCII membership says it fears this will disrupt traditional retail relationships with customers.

The members says that for retailers to stay competitive, they will have to sell PCs with Windows 95, which will feature the online service.

>> Apple Cuts PowerBook 500 Prices <<

Apple Computer Inc. has cut prices on its flagship Apple PowerBook 500 series notebook computer.

All configurations of the top-of-the-line PowerBook are being offered at price reductions of up to 17% per system in the United States.

Apple says it will back up its price reductions with strong adver-tising, direct mail, and promotional efforts. A radio campaign kicks-off today in key markets around the United States. In addition, Apple will provide dealers with in-store merchandising and "dealer taggable" radio and ad slicks for use in local markets. Apple will also initiate a targeted direct-mail campaign.

Finally, Apple will give away a free carrying case from Austin Case-works of Austin, Texas, with the purchase of any PowerBook from Feb. 15 through March 31.

>> Compaq Offers New Services <<

The new ProSignia 300, a server intended for small businesses that might be considering moving from stand-alone computers to a networked system, has been unveiled by Compaq Computer Corp., which also introduced ProLiant 1500 for corporations.

Reports say the ProSignia 300 will sell for under $3,400 while the ProLiant will sell for under $5,700. Both use Intel Corp.'s Pentium processors.

The computer maker also introduced four new storage options that provide customers with increased performance, greater storage capacity from the same number of drives and enhanced data security.

Disaster recovery services also are available to Compaq customers through an agreement with Comdisco. For $495, Compaq and Comdisco offer Recovery Planning Software.

>> Sierra to Design Nintendo Games <<

Sierra On-Line Inc. has been signed by Nintendo to design video games for its Ultra 64 three-dimensional home video game. Sierra says it will develop and publish its "Red Baron" flight simulation game exclusively for Nintendo.

Reports from Nintendo's headquarters say the game will be played on the new 64-bit home video game system now being developed by Nintendo and Silicon Graphics Inc.

Nintendo says its 64-bit system, which should be available for home use in fall 1995, will carry a suggested retail price in the United States of under $250.

>> Mitnick Nabbed in North Carolina <<

Fugitive computerist Kevin D. Mitnick, described by one official as "the most wanted hacker in the world," has been arrested at an apartment in Raleigh, North Carolina.

The 31-year-old Mitnick, wanted for violating federal probation, was arrested by FBI agents and state and local law enforcement authorities after what the has been described as "an intensive two-week 'electronic' manhunt."

Mitnick was convicted in Los Angeles in 1988 on charges of stealing software and breaking into corporate computer networks. He received a one-year prison sentence. In 1992, he vanished from Southern California and a federal arrest warrant was issued on charges that he violated the terms of his probation.

While on the run, Mitnick is alleged to have broken into corporate and communications networks in California, Colorado and North Carolina, causing damage and stealing secret information, authorities contend. The U.S. Justice Department says Mitnick also faces investigation by various state authorities. Most recently he has become a suspect in a rash of break-ins on the Internet, the authorities allege.

Reports say that one of Mitnick's latest victims, computer security expert Tsutomu Shimomura of the San Diego Supercomputer Center, was so angered that he made it his crusade to track Mitnick down and that it was with his help that the FBI traced the computerist to the Raleigh apartment.

Mitnick faces charges of computer fraud, punishable by 20 years in prison, and illegal use of a phone access device, which carries a maximum 15-year sentence. Both crimes also are punishable by $250,000 fines.

"He was clearly the most wanted computer hacker in the world,"
assistant U.S. attorney Kent Walker said. "He allegedly had access to
corporate trade secrets worth billions of dollars. He was a very big
threat."

                    >> Man Arrested for Internet Messages <<

     A University of Michigan student has been arrested on charges he
threatened another student by writing about her in at least one rape-
murder fantasy story he posted on the Internet.

     Jake Baker, a 20-year-old Ohio man, was charged in federal court with
transmitting a threat to the unidentified woman student across state and
national borders.

     Baker was arraigned in Detroit before U.S. Magistrate Thomas Carlson
and ordered held without bond pending a hearing. If convicted, he could
get five years in prison.

     The arrested student contends he did nothing wrong, arguing the tran-
smissions were protected by his right to free speech.

     An affidavit filed by FBI agent Greg Stejskal is quoted as saying
Baker admitted to writing and posting stories about raping, torturing
and murdering the woman and using her name.

     Said Stejskal, "The transmissions distributed by Baker through
Internet described Baker's desire to commit acts of abduction, bondage,
torture, mutilation, sodomy, rape and murder of young women. The
depictions of the criminal acts are extremely graphic and detailed."

     The agent said the woman knew Baker because they attended a class
together last fall and that she was "frightened and intimidated" when
she learned of the transmissions.

                   _____

> PROWIN Plus 2.1 STR FOCUS!
  """"""""""""""""""""""""""

                    PROCOMM PLUS for Windows version 2.1
                    ===================================

Release Notes

February 13, 1995

The following changes have been made for the PROCOMM PLUS for Windows
2.1 maintenance release:

What's New in Version 2.1?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A new utility named PWFTP provides ftp file transfers, file viewing and
simple disk management over TCP/IP connections. PWFTP features an
intuitive split screen interface with its own Action Bar and Setup

options.

PROCOMM PLUS 2.1 now includes support for TCP/IP Telnet connections.
Dialing Directory entries can contain IP addresses or alphanumeric site
names instead of telephone numbers, and the Telnet emulation also features
a basic connection dialog of its own.

PROCOMM PLUS 2.1 now runs under IBM's OS/2 versions 2.11 and 3.0.
However, we recommend that OS/2 users experiencing problems either install
a 16550 UART chip, switch to replacement OS/2 communications drivers, or
both.

CISMGR includes a number of new features: the ability to track a personal
high message number, an option to skip to the next agent while online, the
ability to rebuild corrupted message links, and an option to compact
message files to save disk space. The CISMGR logon script has also been
externalized, making it easy to modify for those who need a custom logon
script.

A new Toolbar was added to the FAXVIEW utility.

A number of new PW2.INI entries have been added.

What's Changed in Version 2.1?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
ASPECT

The FAXSEND command now supports the MULTIPLE parameter as described in
the manual. When a file consisting of fax filenames was specified with
the MULTIPLE command, only the first file was faxed.

The ASPECT TERMRESET command now resets the terminal and exits scrollback
mode.

FETCH DIALENTRY ACCESS now sets FAILURE correctly and sets the string
variable to null when access is set off.

The STRCHR command no longer generates an error 107 while referencing
global array elements.

PROCOMM PLUS no longer runs in a maximized state when launched from an
ASPECT script with the RUN command and the MINIMIZED option.

The ASPECT SET QUICKOPTION command now works as documented in the ASPECT
Reference Guide.

The ASPECT UWINPAINT command no longer results in a divide by zero error.

The ASPECT command GETCUR no longer results in an error 107 for an invalid
data type.

CISMGR

Fixed a number of CISMGR processing problems, including some that caused
General Protection Fault errors during message threading and aging.

CISMGR now encloses a search string in brackets instead of quotation marks
when searching Catalog Agents by User ID.

CISMGR now allows you to delete highlighted folders while using the Browse

function.

The CISMGR Browse message tree now saves the entire thread when you select the Save button.

When adding a new message agent within CISMGR, the "Select" button is now disabled; however, the Section field remains enabled for users that know perhaps one or two sections within the Agent's forum that contain the desired files or messages.

CISMGR now records the last size and position of the Message Read window.

Current Setup

In Current Setup, under Options, PROCOMM PLUS no longer returns a General Protection Fault after 16 sets of Current Options are saved.

When installing a generic INT14 port connection in the Data/Modem Connection setup, the Default Baud Rate was being set to 19200 rather than 9600 baud.

Display problems that appeared when saving customized options within Setup have been corrected.

PROCOMM PLUS no longer returns a General Protection Fault if you remove a user defined Terminal from the Terminal Options setup after the new terminal is saved to disk.

Dialing Directory

Phone cards are no longer used if the Call Type for a Dialing Directory entry is set to "Local" or "Internal".

Under certain circumstances, the Dialing Queue window couldn't be closed until you exited PROCOMM PLUS.

The Dialing Directory now dials the area code only when necessary if a phone card is being used.

A converted PROCOMM PLUS for Windows 1.0x Dialing Directory with a blank Meta Key field no longer locks PROCOMM PLUS 2.1 when dialing a queue.

When selecting a directory entry with custom fax options, the corresponding settings are now loaded correctly from disk.

Fax

Multiple names can be removed from the Send Fax Recipient(s) list. The Remove button for the Recipient(s) List in the Send Fax dialog box was disabled after removing one name from a list with multiple names remaining.

Certain modems displayed only a portion of the fax header on each page of a faxed document. PROCOMM PLUS would send cover pages with the correct headers, but documents had partial headers. Faxes with multiple pages and a coversheet also displayed partial headers.

Owners of some modems were experiencing problems when PROCOMM PLUS issued the AT+FCLASS? command. If the modem didn't respond appropriately, the modem wouldn't initialize and PROCOMM PLUS couldn't send or receive faxes.

PROCOMM PLUS no longer locks up with Intel 14.4 modems during Class 2 transfers.

Scripts using the FAXSEND command with the COVERSHEET option no longer result in a "stretched" font within the received fax.

PROCOMM PLUS no longer requires a Windows association to prepare a document for faxing.

Broadcast faxing no longer results in FAXSTAT locking up or faxes disappearing from the Scheduled Faxes log. If the transmission runs into problems (such as a busy number or a transmission abort), FAXSTAT now handles the Scheduled Faxes log correctly.

PROCOMM PLUS no longer "drops" columns on the left or right of the page when sending a Memofax with the default font settings.

FAXSTAT now checks to see if phone cards have been disabled before dialing.

FAXSTAT no longer returns a General Protection Fault whenever a Dialing Directory entry is configured to "Phone Card: Current" rather than a specific card.

The ASPECT FAXSEND command now reports the correct number of pages when sending faxes. FAXSEND also passes the "Company" field and the contents of the "Notes" field to the Cover Sheet Creator.

The Fax menu Initialize Fax Modem option now performs a simple initialization of the modem instead of resetting the maximum send and receive rates and the fax class.

File Transfers

ZMODEM now correctly calculates the available download free space for large network drives of several gigabytes. Formerly, PROCOMM PLUS would display the message "Not enough disk space" on these large drives.

Font Support

The PCPlus 437 font mistakenly mapped 0xFF as an apostrophe. It is now blank.

The MemoFax font has been improved to enhance readability.

Host Mode

Host users with level 2 access were limited to 12 characters when specifying the path for uploading and downloading. The field now accepts 20 characters.

Host users logged on as SYSOP that request a faxback document no longer receive a message stating that they're not authorized for faxback.

The Host User Editor now allows the sysop to add new users after the 51st entry.

Installation

The PROCOMM PLUS install program now informs you that Windows will be restarted so the user may close any applications currently running in the background.

Editors

The Keyboard Editor now correctly handles editing of the Delete key or the Tab key in all emulations.

Saving and re-opening a keymap now displays the 84 key dialog where required instead of displaying the 101/102 key dialog by default.

The Shift-Ctrl-Tab and Backspace combinations are now correct; they're no longer cross mapped.

The User Window Editor now correctly clears the Filename Variable Name when a new directory is selected in the Bitmap Object Open File window.

Fixed a number of Action Bar editor problems, including some that caused the wrong button to be removed while using the Delete function.

MCIMGR

MCIMGR no longer gets stuck in a loop if an address is incorrect and the user attempts to enter the address manually.

Terminal Window

In PROCOMM PLUS 2.1, you can determine whether reverse video sequences displayed in the Terminal window will be sent to the printer with a PW2.INI setting.

By default, the Edit menu ScreenTo option sends the current screen in the Terminal window; however, a new PW2.INI setting allows you to send the current logical screen to the destination (as in version 1.x of the program).

Terminal Emulation

The IBM3101 emulation now sends function key escape sequences properly in Block mode.

The dedicated print option now works correctly, acting as a true passthrough device to the system printer.

Miscellaneous

The Quick Select Line now properly clears the baud rate and line settings field if you select a NCSI connection and the port is in use.

PWVIEWER is now added to the registration database.

Owners of Ambra 486-66DX2's were experiencing problems with NETBIOS2.DLC.

PROCOMM PLUS now automatically uses DSTASK.DLL when DSTASK.386 isn't present.

Certain custom PROCOMM PLUS dialog controls were causing conflicts with other programs using the file MUSCROLL.DLL.

PROCOMM PLUS was causing a General Protection Fault under certain
conditions when switching the current port from a COM setting to an INT14h
setting.

The Scheduler now reports the time and date properly when a new event is
added and a change made.

When placing an Action Bar on the left or right of the Terminal screen and
selecting a script file by clicking on the icon, the scripts are now
displayed sorted in alphabetical order.

Military time without a separator is now displayed correctly throughout
PROCOMM PLUS.

_____

> TCP/IP NOW! STR FOCUS!
  """""""""""""""""""""""

                 DATASTORM adds TCP/IP to PROCOMM PLUS for Windows!
                 ==

Columbia, Missouri - (February 13, 1995) - DATASTORM, publisher of the
world's best-selling PROCOMM PLUS for Windows, today released a new update
to the product that adds integrated support for Telnet and FTP
communications.

Following the June 1994 release of PROCOMM PLUS for Windows 2.0

     - recently ranked the single fastest-selling software program by PC
       Magazine

     - version 2.1 adds impressive TCP/IP features.

A new utility named PWFTP allows FTP file transfers in binary, ASCII and
L8 mode, file viewing and simple disk management over TCP/IP connections.
PWFTP features an intuitive split-screen interface with its own Action Bar
and Setup options, including anonymous logons, support for a range of
popular host operating systems and a "passive" mode for Internet sites
using firewall protection.

PROCOMM PLUS for Windows 2.1 also includes support for TCP/IP Telnet
connections with the addition of Telnet to its extensive list of
connection types. Dialing Directory entries can contain IP addresses or
alphanumeric site names instead of telephone numbers, so users can begin
Telnet sessions from the Dialing Directory just like data and fax calls.
The Telnet emulation also features a basic connection dialog of its own.

"PROCOMM PLUS has long been the worldwide leader in point-to-point PC
communications.   With version 2.1, we have extended our technology to
support the rapidly growing family of TCP/IP networks," said Ron Bower,
Director of Research and Development.   "This enhancement will be very
attractive to corporate customers with in-house TCP/IP networks as well as
individuals accessing the Internet through SLIP or PPP accounts."

The addition of a new tool bar to the fax viewer adds ease of use to what
was already the best integrated fax and data communications software
package available. DATASTORM has also added over 200 new modems to the
automatic modem detection feature which can now recognize and initialize
over 900 modems without user intervention.

The new version 2.1 also runs under IBM's OS/2 versions 2.11 and 3.0 in
Windows emulation.

"Of course, everything we have added follows the PROCOMM PLUS tradition of
being very easy to install and use.   Our customer base will find our new
FTP and Telnet interfaces to be immediately familiar; this new
functionality will blend seamlessly with their existing PROCOMM PLUS for
Windows applications," Bower said.

DATASTORM recently announced the release of the International English
version of PROCOMM PLUS for Windows 2.1 which supports international
character sets and terminal emulation systems such as Prestel, Minitel and
BTX, bringing the benefits of the world's best-selling communications
software to English-speaking users across the world.

Registered users of PROCOMM PLUS for Windows 2.0 can update free to
version 2.1. Choose the update option that is easiest for you:

1. Download from the DATASTORM BBS at 314.875.0503 (ANSI, N, 8, 1)
2. Download from the CompuServe DATASTORM Forum "GO DATASTORM"
3. Download by connecting into several Internet FTP sites such as:
        ftp.cica.indiana.edu in directory /pub/pc/win3/patches
        wuarchive.wustl.edu in directory /vendor/datastorm
4. Order a disk and printed supplement guide direct from DATASTORM at
        800.315.3282 (there is a $7.50 charge for shipping & handling)

World headquarters are located in Columbia, Missouri USA, with a European
office outside of London, England UK. DATASTORM TECHNOLOGIES, INC. And
DATASTORM, LTD. are privately held corporations. DATASTORM markets their
PROCOMM brand of communications software products worldwide.

_____

> Internet-Connect STR FOCUS! A POWERHOUSE PARTNER for ProWin Plus 2.1
  """"""""""""""""""""""""""""

                Internet-Connect (TM), Version 2.1 Announcement
                ----

Core Systems is proud to announce Internet-Connect (TM) Version 2.1, a
comprehensive TCP/IP Networking package for Windows users to get access to
the Internet. Internet-Connect Version 2.1 adds significant number of new
features and utilities to our current Version 1.1 Release, improves
configurability and ease-of-use features, while maintaining robustness and
speed associated with Version 1.1.

Focus for our Version 2.1 has been on serial connection to the net and
ease of use. Internet-Connect Version 2.1 provides full-featured support
for PPP and SLIP/CSLIP. Multiple interfaces with IP forwarding and routing
are supported. Hook is provided for user-written packet filter and

monitoring capability in gateway configuration. BOOTP and DHCP are
supported to make network configuring and installing as automatic as
possible. Also included are Windows-based dialer (with scripting) and
terminal emulation utility.

A list of new features included with Version 2.1 follows. For those who
missed our Version 1.1 announcement, a summary of complete
Internet-Connect features set is also included.

- PPP Support. Internet-Connect includes a full-featured implementation of
  PPP which includes: dynamic address assignment, demand dial-up, redial,
  client and server mode, scripting, filtering, header compression,
  userid/password authetication protocol (PAP), callback.

- SLIP/CSLIP.

- BOTP and DHCP support.

- Multiple interfaces (Ethernet and Serial connection active concurrently)
  with IP routing, forwarding and filtering.

- Custom-installed packet filter library.

- Dialer with scripting and dialing directory maintenance features.

- Terminal emulation.

- Windows-based network configuration utility.

- Windows-based installation program.

For developers, Version 2.1 includes:

- Winsock API trace.
- Winsock developer's kit
- SLIP and PPP data trace.
- Raw, TCP and UDP packet trace capture and logging capability.
- Comprehensive protocol, interface and session statistics.
- Telnet Library, FTP Library and VBX Controls. (available separately).

An evaluation copy of Internet-Connect Version can be downloaded from
Simtel, CICA, and other archives, following directories:

cais.com:/pub/lvuong/inetv21.zip
oak.oakland.edu:/pub/pc/win3/winsock/inetv21.zip
ftp.cica.indiana.edu:/pub/win3/winsock/inetv21.zip

Internet-Connect Summary of Features

- Complete Winsock conformant: the product fully supports Winsock
  1.1 Specification. All base and optional functions are supported:
      - Synchronous and Asynchronous function calls.
      - TCP, UDP and Raw socket types.
      - Up to 128 concurrently open sockets.
      - 4KB UDP datagram size.

- TCP/IP stack , 100% implemented as Windows DLL, hence takes up

zero below-640K DOS memory.

- 32-bit VxD driver, provides super fast data transfer and interrupt
  responses.

- Full featured PPP support, including: dynamic address assignment,
  redial, demand dial-up, VJ compression, client and server mode,
  userid/password authentication (UPAP), scripting, filtering, callback.

- SLIP/CSLIP support.

- Multiple interfaces (Ethernet and SLIP/PPP active concurrently) with
  IP forwarding and routing.

- Custom-installed packet filter library.

- BOOTP and DHCP support.

- DHCP Client.

- Dialer with scripting and directory maintenance.

- Terminal emulation.

- Local loopback for testing purpose.

- Built-in DNS (Domain Name Server) support.

- Built-in networking databases (such as services, protocols files)
  to ease TCP/IP setup complexities.

- Windows-based configuration utility: enables first-time users to
  setup and configure a working system in minutes.

- Winsock monitor utility: provides:
    - Packet data trace.
    - SLIP/PPP trace.
    - TCP/UDP trace.
    - Buffer usage statistics.

- Comprehensive protocol, interface and session statistics.

- Winsock Spy utility: provides:
    - Winsock call trace: captures and logs Winsock
      calls and results.
    - Selective enabling and disabling tracing of particular
      Winsock function calls.
    - Hooks for future addition to trace other calls, such as
      Windows API.
    - Unobstrusive trace, requiring no modification to
      application code.
    - Works with all Winsock-compliant TCP/IP stacks.

- Windows Ping application.

- Windows Finger application.

- Windows FTP and Telnet applications.

- Online Help, Winsock API and Release notes.

- Professional Windows-based installation program.

- FTP, Telnet Developer's Libraries and VBX Custom Controls (available
  separately).

- Internet-Connect can run with the following network drivers:
     - NDIS.
     - ODI.
     - Packet Drivers.

- Internet-Connect is compatible with the following LAN networks:
     - Novell Netware.
     - Novell Personal Netware.
     - Microsoft Lan Manager, Windows for Workgroup (3.1 and above).

Core Systems can be reached at:

Via E-mail:

                    lvuong@cais.com on Internet, or
                     71552,3666 on compuserve, or
               71552.3666@compuserve.com on Internet

Via telephone voice & FAX:
                         1-510-943-5765

        _____

> Frankie's Corner STR Feature
  """""""""""""""""""""""""""""

The Kids' Computing Corner

                        SANCTUARY WOODS
                        ===============

by Frank Sereno

Sanctuary Woods has developed and released a new interactive adventure
game designed for children ages five to nine. The game is entitled "Once
Upon a Forest" and it is based on the animated movie of the same name.

The movie and game center on the adventures of three young furlings.
Abigail is an adventurous and bossy mouse, Russell is a fun-loving and
hungry hedgehog and Edgar is a brainy mole. To successfully complete the
game, players must lead this trio on a quest to find a cure for an ill
friend.

Children will be introduced to many animals and learn about different
ecosystems such as marshes and forests. They will solve puzzles to gather
herbs for the cure and to avoid danger from predators such as a weasel,
snake, fox and owl.

The game's interface features Russell's backpack which contains food and
the items gathered during the journey. Also available to the player is
Edgar's journal which contains clues, plans to useful inventions and an

automatic map.

"Once Upon a Forest" contains no written text and is entirely voiced so that prereaders may enjoy the adventure. The game also includes a "solve-me" button to bypass more difficult problems and puzzles so that all players may win the game.

The game is available for IBM compatibles on floppy or CD-ROM. The game requires DOS 5.0, a 386DX-33 CPU, 4 megs of RAM and a sound card. "Once Upon a Forest" has an estimated retail price of $39.95 and is currently being offered with a $5 off coupon toward the purchase of the movie. The movie now includes a $5 off coupon for the computer game.

My family has the video and we enjoy it very much. The movie contains valuable lessons on family love, teamwork, respecting others and conserving the environment. It gives these lessons without being preachy or overt. Younger children will love it.

Sanctuary Woods wins two Innovisions '95 Showcase awards at CES. Programs are judged by experts for distinctiveness and creativity. The first of these winners is "Real World Math: Adventures in Flight." This program was reviewed in STR a few months ago and received an excellent rating of 9.0 on my 10-point scale.

"Adventures in Flight" is a CD-ROM title for both the Macintosh and Windows which teaches children math lessons and demonstrates how math is applied to real world situations and careers.

The second award-winning program is "Wolf." This program is a simulation of the life of a predator. The game follows the cycle of the wolf from a young cub to leader of the pack. Players experience the challenges of finding prey, mating, avoiding humans and to survive. Players will learn about the habits, instincts and environment of the wolf and perhaps develop some empathy for this misunderstood relative of dogs.

Sanctuary Woods also has two upcoming titles which are aimed toward the more mature computer user.

"The Riddle of Master Lu" is an adventure game based on the life of Robert Ripley, the author of "Ripley's Believe It or Not!" The game is a historically accurate recreation of the 1930's.

The player's task is to guide Mr. Ripley and his feminine companion, martial arts expert Mei Chen, to obtain the jade Emperor's Seal and prevent its capture by the enemy.

Players will visit many Far East locales while solving puzzles. The program features an original score and video-based animation. Available first for Windows computers, "The Riddle of Master Lu" requires a 386DX/33 CPU, a double-speed CD-ROM drive and a VESA-compliant SVGA video card. Suggested retail pricing is $59.95.

The second title has such a rich gaming experience that it spans two CD-ROMs. "Buried in Time" is an adventure game involving time travel and suspense. A sequel to "The Journeyman Project," this game is a continuation of the adventures of Temporal Security Agent #5. The game is

played in the first person, so you will have to discover who has framed
you for altering history.

"Buried in Time" features over 25,000 rendered frames of animation and
images. Players visit five environments, including a Mayan temple in 1050
A.D. and a space station in the future. The program uses professional
actors wearing full costumes and 3-D environments to suspend disbelief and
make the player believe that he is really Agent #5.

The player needs no prior experience with "The Journeyman Project" to
succeed at "Buried in Time."   The game has a beginner mode and has an
artificial being who will assist the player in solving difficult puzzles.

"Buried in Time" will be available for both Windows and Macintosh
computers for $59.95. It can be ordered directly from Sanctuary Woods by
calling 415-286-6110.

        Thanks for reading!

_____

> QCOPY WINDOWS STR Spotlight   "A MUST HAVE program!"
  """"""""""""""""""""""""""""

                         QCOPY for WINDOWS v1.1
                         ======================

Program Description

        QCOPY for WINDOWS v1.1 is a Windows floppy disk copying & format
utility written by Ulrich Feldmueller, Bremen, Germany and made available
with support by BayDee Inc..   It is powerful and fast for floppy disk
duplication and formatting. Read once and make one or multiple copies.
Program features include:

 * Support for formats of 180K, 360K, 720K, 1.2M, 1.4M and 2.8M.
 * True format conversion, e.g. copy a 1.2M 5.25" disk onto a 1.44M 3.5".
 * Optimizes copying process ie. defragments files in one contiguous block
   onto the target disk.
 * Support for 2.8M ED disk drives
 * Support for external and simulated drives
 * Support for drives A: through Z:
 * Only that portion of the disk containing data is copied to the target.
   Can speed up the copying process significantly.
 * Copies can be made between disk drives and/or the hard drive. Diskettes
   are stored to a *.DSK file (image file) or alternatively, can be
   "unpacked" to the hard drive.
 * Read the source only once and make X copies.
 * Disk labels are copied to the target, or can be assigned a new name.

About BayDee Inc.

     BayDee was formed three years ago and is active primarily in the

shareware industry. We are located in Beaconsfield, a small town just
outside Montreal, Canada. BayDee has translated both QCOPY v4.0 (the DOS
version) and QCOPY for WINDOWS from German into English. BayDee handles
the registrations, distribution and technical support for the English
versions.

    The DOS versions of QCOPY have been around in Germany since 1990, so
the software has been well tried and tested. The English DOS version,
QCOPY V4.0 has been around since 1992 and is still current and actively
being downloaded. The shareware version of QCOPY for WINDOWS is exactly
the same as the registered version, barring two exceptions. In the
shareware version, there are two registration reminder screens on loading
and exiting the program, and a countdown timer which becomes active while
copying to the target disk. Of course, the registered versions have none
of the annoyances and they have some "added features" like great support
and notice of updates.

```
    Program Specifications
    ----------------------
    Name:          QCOPY for WINDOWS
    Version:       1.1
    Operating Env: MS-WINDOWS
    Program type:  Shareware
    Category:      Utility / Floppy Disk Utility
    Program size:  600 Kbytes unpacked, 370 Kbytes packed
    Registration:  US $28 (plus $3.00 shipping)
                   CDN $ 35  (plus $3.00 shipping)
    Requirements:  WINDOWS 3.1, Hard Drive, 512 Kbytes RAM,
    Graphics card: Any graphics card.
    Soundcard:     None required
    Author:        Ulrich Feldmueller, Bremen, Germany
    Translation:   BayDee Inc.
    Publisher:     BayDee Inc.
    Address:       BayDee Inc.
                   P.O. Box 25
                   Beaconsfield
                   P.Q. H9W 5T6
                   Canada
    Telephone:     (514) 457-1631
    CompuServe:    70302,557
```

""
        A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

            FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent
to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY
600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed
Stamped Envelope [SASE] (business sized envelope please) to:

                    STReport's Fargo Printout Offer
                           P.O. Box 6672
                   Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior
to the newest of Color Laser Printers selling for more than three times as
much. Its said that ONE Picture is worth a thousand words. Send for this
sample now. Guaranteed you will be amazed at the superb quality. (please,
allow at least a one week turn-around)

        A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N
    ""

                    :HOW TO GET YOUR OWN GENIE ACCOUNT:
                    _____

        Set your communications software to Half Duplex (or Local Echo)
                    Call: (with modem) 800-638-8369.
                Upon connection type HHH (RETURN after that).
                        Wait for the U#= prompt.

                    Type: XTX99587,CPUREPT then, hit RETURN.

        GENIE Information Services copyright   1995 by General Electric
            Information Services/GENIE, reprinted by permission

    ""

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      /___| /___| /_____| /_____/   The Macintosh RoundTable
     /____|/____| /___/|__| /__/   _____
    /_____|_____||/__/_|__|/__/
   /__/|____/ |__|_____|__/
  /__/ |___/ |__|_/ |__|_/____   Managed by SyndiComm
 /__/ |__/ |__|/ |__|_____/

            An Official Forum of the International Computer Users Group

                    *** STReport available in MAC RT ***
                            ASCII TEXT
                        for ALL GENIE users!

                            MAC/APPLE SECTION (II)
                            ======================
                        John Deegan, Editor (Temp)

> Wildcat! 4.1 STR InfoFile
    """"""""""""""""""""""""""""""

            MUSTANG SOFTWARE, INC. ANNOUNCES UPGRADE
            TO "WORLD'S MOST POPULAR BBS SOFTWARE"

Wildcat! 4.1 Offers Enhanced OS/2 Support

BAKERSFIELD, Calif., Feb. 15, 1995 -- Mustang Software, Inc.
(MSI) is introducing Wildcat! 4.1, the latest update to the world's
most widely used bulletin board system (BBS) software. The new
version features enhanced OS/2 support, a new multi-database file
system and a full-screen ANSI-based file listing mode that makes
browsing file lists easier for the caller.

    With Version 4.1, Wildcat! has been upgraded to support direct
communications with OS/2's serial drivers, improving performance for
system operators (sysops) running Wildcat! as a DOS process under the
OS/2 operating system. Wildcat! sysops can also now use intelligent
multi-port serial cards from Digiboard, Inc. and other enhanced serial
devices that have OS/2 drivers in an OS/2 environment, an option not
possible in previous versions of Wildcat!

    Another key Version 4.1 feature is Wildcat!'s improved support for
CD-ROMs via the ability to define "groups" of file areas on a Wildcat!
BBS. A file group consists of any collection of file areas defined by
the sysop and each group has a separate database. This makes adding a
new CD-ROM of downloadable files to Wildcat! as simple as "dropping in"
a pre-made database.

    "With the new file system, Wildcat!'s file databases are much more
portable and managing multiple CD-ROM disks is simplified," said Jim
Harrer, president/CEO of MSI. "We have created a system that gives the
sysop many of the features of popular CD-ROM doors without sacrificing
the speed and ease-of-use built into Wildcat!"

    Groups can be selected by the caller for listing, searching and
transferring files. The sysop's job of processing requests for off-
line files, such as those contained on a CD-ROM not normally kept on-
line, can be automated with the upgraded version of the wcFILE database
utility included with Wildcat! 4.1.

Full-Screen File Listing Mode Also Added To Wildcat!

    Wildcat! 4.1 also offers a new full-screen file listing mode,
making it easier for callers to scan through the list of downloadable
files. In "ANSI Lister" mode, users can browse through the file
databases using their arrow keys and mark files for download by just
hitting the spacebar. Single-line, two-line and extended file listing
modes are also available and each user can select the file listing
method they prefer.

    Importantly, Wildcat!'s "Internet-compatibility" has been improved
as the software now allows blank "subject" headings on Internet e-mail
conferences. Some e-mail systems require a blank subject heading for
routing purposes.

    Wildcat! BBS is offered in five separate versions, starting with
the $129 Single Line package popular with the hobbyist sysop. The
product line extends to the Wildcat! BBS Suite for $999, the most
complete BBS solution in the industry.

    The new Wildcat! 4.1 will be available in March '95 and may be
ordered directly from MSI by calling toll-free (800) 999-9619. For
Wildcat! 4.0 sysops, the Wildcat! 4.1 update is offered for only $20
plus shipping. Sysops running Version 3.X or older can upgrade for
$50 plus shipping.

Wildcat! 4.1 is also available nationwide on the retail level
through such outlets as CompUSA and Software, Etc., and through major
distributors including Ingram Micro of Santa Ana, Calif. and
DistribuPro of Santa Clara, Calif.

Jim Harrer   William L. Prichard, V.P./P.R.
President/CEO   Robert J. Fisher, President
Mustang Software, Inc.   Fisher Business Communications, Inc.
Tel: (805) 873-2500   Tel: (714) 556-1313
Fax: (805) 873-2599   Fax: (714) 556-1216
BBS: (805) 873-2400   BBS: (714) 556-1034

                                      Availability: Immediate
                                      Price: $129 (Single-Line Version)

Mustang Software, Inc.

        Mustang Software, Inc. (MSI) is a single-source supplier of
bulletin board system (BBS) and related communications software.

        Unveiled in March 1987, MSI's Wildcat! BBS now has an active
installed base of more than 35,000 system operators (sysops), making
it the most popular BBS software program in the world.

        MSI also offers the widely-used QmodemPro communications software
program, with more than 50,000 registered users. With QmodemPro, ac-
quired in November 1991, MSI is the only supplier of both a BBS program
and the communications software by which a caller may access a BBS.

        Formed in September 1986, MSI is headquartered at 6200 Lake Ming
Road, Bakersfield, Calif. 93306. The company can be reached by
telephone at (805) 873-2500; the toll-free telephone number is (800)
999-9619; FAX (805) 873-2599 and BBS (805) 873-2400.

                              -end-

+========================+===============+========================+
Mustang Software, Inc.	Connecting	Office: 805-873-2500
6200 Lake Ming Road	the	Orders: 800-999-9619
Bakersfield, CA 93306	World	Fax: 805-873-2599
USA		BBS: 805-873-2400
+========================+===============+========================+

        ****

                              IMPORTANT NOTICE!
                              =================

STReport International OnLine Magazine is available every week for your
reading pleasure on DELPHI. STReport's readers are invited to join DELPHI
and become a part of an extremely friendly community of enthusiastic
computer users there.

```
                      SIGNING UP WITH DELPHI
                      ======================


            Using a personal computer and modem, members worldwide access
                    DELPHI services via a local phone call


                            JOIN --DELPHI
                            --------------


                 Via modem, dial up DELPHI at 1-800-695-4002
                                 then...
                 When connected, press RETURN once or twice
                                  and...
               At Password: type STREPORT and press RETURN.


                       DELPHI's 20/20 Advantage Plan
                         20 Hours for Only $20!
                       ----------------------------
```

Advantage Members have always enjoyed the lowest DELPHI access rates
available. On the new 20/20 Advantage Plan, members receive their first 20
hours of access each month for only $20. If you happen to meet someone
OnLine or find some other diversion, don't worry because additional usage
is only $1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within
the continental United States during home time or via direct dial around
the clock. Home Time is from 6pm to 6am weekdays. Access during business
time carries a surcharge of $9 per hour. These rates apply for most
services, but note that there are some surcharged areas on DELPHI which
are clearly marked with a "$" sign.

Who is eligible to take advantage of the plan? Any DELPHI member in good
standing. Applications are reviewed and subject to approval by Delphi
Internet Services Corporation.

It's easy to join. If you meet the eligibility requirements, you can apply
OnLine -- at any time -- for membership in the DELPHI 20/20 Advantage
Plan. Your membership becomes active at 4 a.m. Eastern Time on the first
billing day of the following month.

The $20 charge will be billed to you at the beginning of the month to
which it applies. Any portion of the 20 hours not used in any month does
not carry forward into the next month.

        Advantage rates may be changed with 30 days notice given OnLine.

                        TRY DELPHI FOR $1 AN HOUR!

For a limited time, you can become a trial member of DELPHI, and receive 5
hours of evening and weekend access during this month for only $5. If
you're not satisfied, simply cancel your account before the end of the
calendar month with no further obligation. If you keep your account
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,
where you can use up to 4 weekend and evening hours a month for a minimum
$10 monthly charge, with additional hours available at $3.96. But hurry,
this special trial offer will expire soon! To take advantage of this
limited offer, use your modem to dial 1-800-365-4636. Press <RET> once or
twice. When you get the Password: prompt, type IP26 and press <RET> again.
Then, just answer the questions and within a day or two, you'll officially

be a member of DELPHI!

         DELPHI-It's the BEST Value and getting BETTER all the time!

         ****

                         ATARI/JAG SECTION (III)
                         =======================
                           Dana Jacobson, Editor

> From the Atari Editor's Desk   "Saying it like it is!"
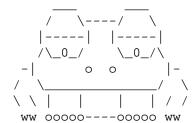 """"""""""""""""""""""""""""""

     It's been one helluva week for me personally, so please bear with
me while I go through a brief grieving period. The hospital in which I
work (almost 20 years) had its first ever layoff this week. A few
friends whom I've known for many years were gone in a matter of a couple
of hours, with no advance warning at all that it was coming.

     Today's health care industry is rapidly changing and it's affecting
all of us. Fortunately, my department came through this unscathed, other
than a few emotional scars. It's difficult to fathom this happening to
others; but when it hits this close to home, it's like losing a close
relative or friend.

     The Houston show is this weekend, so if you're in the neighborhood,
drop by!! The TAF show is the first of April, so you'll have another
opportunity to make a show if you can't make the HACE one! Details for
the upcoming TAF show are included in this issue. If you can make at
least one show, I'd highly recommend doing so - they're a lot of fun!
Let's hope the "AtariFest" season is a long one!

     It's amazing to see the "Information Highway" grow so rapidly
these days. A few months ago, we started an Internet subscription
service for receiving STReport through the Internet mail. The response
was terrific, and it's still growing by the day. We literally have
hundreds of subscribers that receive STReport each week, all over the
globe. If you're interested, please drop us a line!

     Until next time...

       ___   ___
      /   \----/   \   Dana P. Jacobson - Atari Editor - STReport
     |-----| |-----| STReport International Online Magazine
     /_0_/   _0_/\   The Original * Independent * Online Magazine
    -| o o |-   -* FEATURING WEEKLY *-
   / _____/ \   "Accurate UP-TO-DATE News and Information"
   \ \ | | | | / /   Mail subscription: dpj@delphi.com
    ww ooooo----ooooo ww

         _____

```
                     TOP TEN DOWNLOADS (2/15/95)


    (1) ONLY! VALENCY & WORLD          (6) 2 COLUMNS, VERSION 6
   *(2) CAIN 1/95                     *(7) MGIF VERSION 4.2B
    (3) ERROR CODES AND BOMBS          (8) TRON-LIKE LIGHT-CYCLES GAME
    (4) ATARI E-MAIL LIST              (9) ATARIWORKS PAGE PREVIEW
   *(5) ST-GUIDE V.1.20 IN ENGLISH    (10) BMP FILE VIEWER


                          * = New on list
                          HONORARY TOP 10

  The following on-line magazines are always top downloads, frequently
  out-performing every other file in the databases.

             STREPORT (Current issue: STREPORT  11.06)
        ATARI EXPLORER ONLINE (Current issue: AEO: VOLUME 4, ISSUE 2)

        Look for the above files in the RECENT ARRIVALS database.


                 _____




> ASTEROIDIA STR InfoFile
  """"""""""""""""""""""""



                   -=-=-=-=ASTEROIDIA=-=-=-=-

                        Now available!
                        --------------
    From:                   Munsie
                          5601 Ammons
                     Haltom City, TX 76117
                        (817) 485-9293


Program name: Asteroidia
------------------------

System Requirements: ST/STe/TT/Falcon with 1 meg of free memory.
                     Color monitor/VGA monitor/TV.
                     Double sided disk drive or (hard drive recommended.)

Note for ST owners: This game was originally coded with STe/Falcon users
                    in mind. But we decided to allow ST users to run it
                    by simulating a scrolling background by using a
                    starfield instead! The effect comes out great. So
                    even though you won't get the bitmapped scrolling
                    backgrounds you still get a fun game to play.

Enhancements: Blitter scrolling on STe/Mega STe/Falcon/ (TT?)
              50khz in game mod music on Falcon.
              Smoother play on Mega STe/TT/Falcon
              Game runs MUCH smoother in 60hz video mode.
```

Description: Asteroidia is an arcade style game that involves
             little strategy but provides hours of fun. You are
             flying around in space trying to destroy all the
             asteroids that are heading toward your home planet.
             You'll also have to contend with little alien
             thingys that want to destroy your ship!
             3D rotating asteroids on a multi-directional
             scrolling background. (Falcon/STe/TT)
             (Starfield scrolling on non-blitter machines.)

OPTIONS.... ST users: Optional music or sound fx.
                      Normal speed with no slowdown.
                      Faster speed with slowdown.<<<<<

            STe users: All ST features plus:
                       POWERPAD ready!!!! (Or joystick..)
                       Optional Blitter scroll or starfield display.
                       Optional ASTRODIA.DMA file in the same directory
                       will provide a repeating background music sample
                       file. Very nice music. (Hey..I made it!!)
                       (Requires a 2MEG system to run with ASTRODIA.DMA!)

    Mega STe/TT users: All STe features plus:
                       Optional normal fast speed or slower speed.
                       MINUS - No powerpad for Mega STe/TT users...

        Falcon users: All Mega STe/TT features plus:
                      Optional ASTRODIA.MUS file that will provide
                      EXCEPTIONAL 50khz background music courtesy of
                      several explosive mod tracks. This file GREATLY
                      enhances the game experience!!
                      Powerpad ready!!!! (Or joystick..)
                      The ability to select your own mod tracks that will
                      play in the background during the game. Run the
                      MAKE_MOD.PRG to point to the mod files on your
                      hard drive. Play them back in sequential or
                      random order during the game!

ASTRODIA.PRG: You can run Asteroidia from any desktop mode except
              True Color mode. Also, some screen enhancements may
              cause problems when Asterodia exits. If that is the
              case please de-activate them before running.
              Some desk accessories and TSR programs have been
              known to cause some problems with our software.

              While we have tried to make this program as
              compatible as possible we cannot guarantee that it
              will work 100% of the time on YOUR system. Whenever
              possible run Asteroidia from a clean desktop. If you
              can, boot your system without accessories or TSR's
              loaded if there is a problem. If you cannot get this
              program to run on your system, PLEASE call or email
              us as soon as possible letting us know what your
              problem is. Thank you...

              Asteroidia has been tested on ST/STe/Mega STe/Falcon.

    Shareware: This game is being distributed as shareware. If
               you enjoy this game a modest fee of $10.00 gets you
               100% access to all of it's features.

Un Registered!!: When you run Asteroidia in the UN-REGISTERED mode
                you will only get 1 life per game. If you enjoy
                this game and would like to register the program
                please read the ORDER.DOC file that comes with
                the archive.

 Extras: There may be a few goodies here and there, sadly
         you won't find any mention of those here...:)

Other releases to look for:

Racers - A fast action 2 player car racing game.
G_Shell - The ultimate GFA BASIC programmer's shell.
MultiRun - A powerful file launcher with configurable hardware calls.
Sea Wolf 95 - Aim your torpedoes and fire away!
Frantick - Slightly updated since our last version. Fast action shooter!
Choplyfter - The long awaited conversion...looking pretty hot!
Blazion - A fast action shooter for Falcon owners!
Megaspace - A arcade action vertical scrolling shooter.
            (Megaspace could end up being our flagship product!!)
Quadrys - Multi player Tetrys type game.

ASTR_FAL.ZIP has been uploaded to the following file transfer areas:
ASTR_ST.ZIP

GEnie

Delphi

Internet FTP sites:

          Germany : FTP.UNI-KL.DE

   United Kingdom : MICROS.HENSA.AC.UK

    United States : MSDOS.ARCHIVE.UMICH.EDU

Now you can order/register any of our products directly from some of
the leading Atari vendors through out the world. These vendors are set
up to allow you to call them and give them your KEY code and they will
tell you your registration code over the phone! Or you may take the time
to mail them your order if you like. Please take the time to consider
registering any of our currently available products through ANY of the
following list of Atari vendors.

In the USA:

Steve's Atari Sales
5 West Street
Woodland, CA 95695

Toll free order line: (VOICE) 1-800-487-7753
                      (FAX) 1-800-800-FAXS

```
                    Suzy B's Software
                    3712 Military Road
                  Niagra Falls, NY 14305

                       716-298-1986
                       In the U.K.:

                      Warpzone PDL
                   53 Ropewalk, River ST
                 ST. Judes, Bristol BS2 9EG
                  Telephone/Fax 0272 553758

                        L.A.P.D.
                       P.O. Box 2
                  Heanor, Derbys DE75 7YP
              Telephone/Fax 0773 605010/761944


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```

> G_SHELL STR InfoFile
  """""""""""""""""""""

                   -=-=-=-=G_SHELL=-=-=-=-

       The ULTIMATE development shell for use with GFA BASIC!
                       Now shipping!

   From: Munsie
                         5601 Ammons
                    Haltom City, TX 76117
                      (817) 485-9293

We are pleased to announce that our latest product, G_SHELL is now
available. G_SHELL truly gives the GFA BASIC 3.5/3.6 programmer a
professionally written environment to work in. G_SHELL totally replaces
the MENU.PRG that came with your original GFA BASIC with a serious
tool that greatly enhances your overall programming productivity.
G_SHELL includes all of these great features and more!

* Install up to 30 different GFA BASIC programs.

* Each program has their own individual compiler options.

* User definable .PRG and .O file path for each program.

  (Compiled programs can have ANY extension.)

* Each program can have their own linkable .Object files.

* Up to 18 TOOLS can be installed and effortlessly launched.

* Compact, quick, easy to grasp, SINGLE SCREEN, user interface.

  No pretty 3D boxes here, just a serious programming tool that works.

* Does NOT modify your existing GEM colors.

* Completely 100% Falcon ready and compatible.
* Runs in ANY resolution with at least a 640x200 display.
* You can choose to run the interpreter in ST LOW-MEDIUM-HIGH resolutions!
* Built in disk tools: Copy, Move, Delete, Name, View, Print
* Special GFA BASIC programmer tools built in:

PRG->INL   - Strips header off .PRG files for easy loading into INLINEs.
VIEW INL   - Allows you to view the decimal contents of an INLINE file.
COMPARE   - Compares two files. You'll find a use for this soon enough.
GFA PAL   - Allows you to alter the default colors of the INTERPRETER.
GFA MANUAL - A special hook that allows you to view the contents of the
             2nd GFA Manual 3rd Edition using an interactive viewer.
             (All files included...it's like a built in GFA MANUAL!!)
* Switch between 50-60 hertz video. (ST's AND Falcon's)
* Switch processor speed. (Mega STe's and Falcon's)
* Auto delete .O file after compiling. (Optional)
* Compile all. Update all of your .PRG files at one time!
* Wait on/off, Debug symbols on/off, Move memory on/off.
* A useful LOG (optional off/on) that keeps track of what you did during
  your G_SHELL session. On going log, appends the file!

G_SHELL is being distributed as shareware. Even though all features are
100% intact, some features will be disabled until the program is
registered. It should be noted that when you register the program you
will be given a key code that allows you to gain access to all of
G_SHELL's features WITHOUT having to be sent any other files.
Registration fee for G_SHELL is $10.00.

Now you can order/register any of our products directly from some of
the leading Atari vendors through out the world. These vendors are set
up to allow you to call them and give them your KEY code and they will
tell you your registration code over the phone! Or you may take the time
to mail them your order if you like. Please take the time to consider
registering any of our currently available products through ANY of the
following list of Atari vendors [as listed above].

                   _____

> TAF ACE'95 STR SHOW NEWS   Man 'O man .... it's just getting better!!
  """""""""""""""""""""""""

              ****
NEWS RELEASE 11: THE TORONTO ATARI FEDERATION PRESENTS....ACE '95!!
              ****

   _/
_/
       _/_/
     _/_/   _/_/_/_/   _/_/_/_/_/
    _/_/   _/_/_/_/_/_/   _/_/_/_/_/_/   Software Demos!
   _/_/   _/_/   _/_/   _/_/   Hardware Demos!
  _/_/   _/_/_/_/_/_/   _/_/_/_/_/   Membership!
 _/_/   _/_/_/_/_/_/   _/_/_/_/_/   Phoenix Newsletter!
 _/_/   _/_/   _/_/   _/_/   16/32 Bit Library!
 _/_/   _/_/   _/_/   _/_/   Monthly Meetings!

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  _/_/      _/    _/_/      _/              Flea Market!
   _/                                        Seminars!
                                           Raffles! BBS!
       #*#*#*#*#*#*#*#*#*#*#              Support! GRAPHICS!
    Official Sponsor of ACE'95!          SPREADSHEETS! DATABASES!
       #*#*#*#*#*#*#*#*#*#*#              DESKTOP PUBLISHING!
                                         TELECOMMUNICATIONS! MIDI!
                                         WORDPROCESSING! MUCH MORE!


              ~~~ THE TORONTO ATARI FEDERATION ~~~
            Largest Atari User Group in North America!
       ~~~ (416) CALL-TAF (225-5823) For Recorded Information ~~~
               ~~~ TAF Online BBS (416) 421-8999  ~~~
            ~~~ CALL 416-752-2744 For ACE'95 Information ~~~

The *GREATEST* Atari Exhibition in *YEARS* is happening on April
1st & 2nd, 1995, in TORONTO!! Look at this incredible *GROWING*
                  ACE '95 Exhibitors List!
    ===================================================================
    ACE '95   ACE '95   ACE '95   ACE '95   ACE '95   ACE '95   ACE '95
    ===================================================================
     EXHIBITORS  EXHIBITORS  EXHIBITORS  EXHIBITORS  EXHIBITORS
      CONTESTS    CONTESTS    CONTESTS    CONTESTS    CONTESTS
      VISITORS    VISITORS    VISITORS    VISITORS    VISITORS
       ATARI       ATARI       ATARI       ATARI       ATARI
     USER GROUPS USER GROUPS USER GROUPS USER GROUPS USER GROUPS


LLLL Gribnif Software!
LLLLL TOAD Computers!
LLLLLL Branch Always Software!
LLLLLLL Cybercube Research (Cyrel)!
LLLLLLLL DMC Publishing!
LLLLLLLLL Scarborough Computers!
LLLLLLLLLL Missionware Software!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN)!
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs)!
LLLLLLLLLLLLLLLLL chro_Magic!
LLLLLLLLLLLLLLLLLL Clear Thinking!
LLLLLLLLLLLLLLLLLLL Schauzmoll Software (The first GUI BBS)!
LLLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLL Lexicor/Computer Direct! (Medusa?)
LLLLLLLLLLLLLLLLLLLLLLL Binary Sounds!
LLLLLLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16)


        ... shhh! don't tell anybody, but the c-lab falcon mkII
            is going to be at ace'95, too!!


                *****
                *****  What a GREAT lineup!!!
                *****  and there's still MORE TO COME!!
                *****


We're looking forward to CGS Computerbild's presence too, as well
as COMPO, Migraph, Wizztronics, Best Electronics and *many*
more!!
```

=-=-=-=-=-=-
This will be the premier Atari show of the '90s featuring the
BEST dealers and developers, Atari users, MIDI users & Jaguar
users, User Groups and the finest software & hardware from all
over North America & Europe!

=-=-=-=-=-=-
ACE'95 will feature continuous, hour-on-the-hour Seminars and
Lectures. The ACE'95 Creativity Contest is also gathering speed
with 20 entries already!!! There are an a-m-a-z-i-n-g number of
creative Atari users out there!!! SEND IN *YOUR* ENTRY AS SOON AS
POSSIBLE!!!

=-=-=-=-=-=-
NEED SOMETHING? It will be on SALE at ACE'95!

=-=-=-=-=-=-
DMC Publishing, Beamscope, Lexicor, ABC Solutions, Atari &
several other TERRIFIC contributors, are providing an
unbelievable lineup of door prizes, creativity contest prizes
.... and the ACE'95 Grand Prize!

=-=-=-=-=-=-
MIDI, DTP, Wordprocessing, Graphics, Power Computing, Software
Libraries, Utilities, Accessories, Databases, Spreadsheets,
Custom Solutions, Games, Educational, Internet, BBS, Networks,
Accelerators, Emulators, JAGUAR Stations, User Group Center,
INCREDIBLE SALE PRICES, Software, Hardware, and everything you
need to use your Atari!

=-=-=-=-=-=-
More Atari users in one place than is EVER safe =;^)

                    ==
                    Getting to ACE'95 is *easy*. Toronto is directly
                    accessed by Highway 401 or the Queen Elizabeth Way,
                    or Highway 400/69. Crossing the US/Canada border
                    at Detroit, Buffalo, Niagara Falls, Ft. Erie,
                    Ogdensburg, Kingston, etc., will lead you directly
                    to Highway 401 or the Queen Elizabeth Way. Take the
                    Yonge St. Ramp north off the 401 and drive to 5110
                    Yonge St. If you take the Queen Elizabeth Way,
                    follow the signs to get to highway 401. *ANY* AAA
                    or CAA or other Motor League can provide you with
                    a map of Toronto, Ontario & Canada. Please call us
                    if you have any trouble! Pearson International
                    Airport is only 15 minutes away! Toronto Transit
                    subway access is direct, too - there's a subway
                    stop at the Civic Center!
                    ==
                    Book your tickets in advance! Book your hotel
                    in advance! Call or e-mail for a Show Kit: for
                    your User Group or organization or group! The Show
                    Site (North York Civic Center, Memorial Hall
                    Exhibition Facility) has hotel, shopping,
                    restaurants and more! NOVOTEL: $89 Cdn PER NIGHT
                                  (single OR double occupancy)
                        ACE'95 TICKETS: $6 PER DAY
                                      $10 WEEKEND PASS

```
        CALL 416-752-2744 FOR HOTEL & TICKET RESERVATIONS
        ================================================
        Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
        Zalesak, John Trautschold, Craig Harvey, Nathan
        Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
        Rick Ladage, Jim Fouch, David & Jennifer Troy,
        Michael Burkley, Roger Burrows, DARLAH, Craig
        Carmichael, Tom Harker, Chris Krowchuck, Jim
        Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
        Mike Hohman, Christian Ernst, Michael Snape,
        and plenty more of the greatest dealers, developers
        & supporters Atari users have ever seen!
        ================================================

        *CALL US*  416-752-2744 or 416-225-5823 *CALL US*

ACE'95 is being held at:
                        North York Civic Center
                 Memorial Hall Exhibition Facility
                 5110 Yonge St. (at Parkhome Ave.)
                              Toronto
                           April 1-2, 1995
                         Saturday 9AM - 6PM
                         Sunday   9AM - 5PM

          ~~ Howard Carson, ACE'95 Chief Organizer ~~~


              _____
```

> STR NewsPlus
    """""""""""""

            -/- Bidding for Commodore Nears End -/-

    Two new bidders have entered the contest for the remaining
liquidated assets of Commodore International Ltd.

    Computergram International reports this morning one is German PC
maker/distributor Escom AG, and the other is "a major American
technology company" represented by Louis Ulysses of Seattle, who
declined to reveal its name.

    The newsletter quotes Escom's attorney as saying the German company
had been willing in September to pay $12 million for the remains of
Commodore, and is still interested, but probably will no longer be
willing to pay that amount, because the sale has been delayed so long.

    "Only Creative Equipment International Inc. of Miami and a
management team from Commodore's UK subsidiary had hitherto publicly
expressed interest in the assets," the newsletter added, "and the
original bids from each were thought to be higher than Escom's bid."

          -/- Mitnick Nabbed in North Carolina -/-

Fugitive computerist Kevin D. Mitnick, described by one official as "the most wanted hacker in the world," has been arrested at an apartment in Raleigh, North Carolina.

The 31-year-old Mitnick, wanted for violating federal probation, was arrested shortly after midnight by FBI agents and state and local law enforcement authorities after what the Reuter News Service describes as "an intensive two-week 'electronic' manhunt."

Mitnick was convicted in Los Angeles in 1988 on charges of stealing software and breaking into corporate computer networks. He received a one-year prison sentence. In 1992, he vanished from Southern California and a federal arrest warrant was issued on charges that he violated the terms of his probation.

While on the run, Mitnick is alleged to have broken into corporate and communications networks in California, Colorado and North Carolina, causing damage and stealing secret information, authorities contend. The U.S. Justice Department says Mitnick also faces investigation by various state authorities. Most recently he has become a suspect in a rash of break-ins on the Internet, the authorities allege.

The Associated Press says one of Mitnick's latest victims, computer security expert Tsutomu Shimomura of the San Diego Supercomputer Center, was so angered that he made it his crusade to track Mitnick down and that it was with his help that the FBI traced the computerist to the Raleigh apartment.

Mitnick faces charges of computer fraud, punishable by 20 years in prison, and illegal use of a phone access device, which carries a maximum 15-year sentence. Both crimes also are punishable by $250,000 fines.

"He was clearly the most wanted computer hacker in the world," assistant U.S. attorney Kent Walker told The New York Times. "He allegedly had access to corporate trade secrets worth billions of dollars. He was a very big threat."

Justice Department spokesman John Russell called Mitnick "a computer terrorist."

Mitnick's downfall began Christmas Day, when he broke into Shimomura's home computer and stole security programs he had written.

"Incensed," says AP, "Shimomura canceled a ski vacation and assembled a team of computer experts to hunt down the intruder." Then:

- -:- They traced Mitnick to Netcom, a nationwide Internet access provider.
- -:- With the help of federally subpoenaed phone records, they determined that he was placing calls from a cellular phone near Raleigh-Durham International Airport.
- -:- Early Monday morning, Shimomura drove around Raleigh with a phone company technician, using "a cellular frequency direction-finding antenna hooked to a laptop to narrow the search to an apartment complex," AP adds.
- -:- After a 24-hour stakeout, the FBI moved in for the arrest.

Adding a movie-like conclusion to the arrest, 30-year-old Shimomura

attended Mitnick's pre-arraignment hearing at the federal courthouse in
Raleigh.

     "At the end of the hearing," says AP, "a handcuffed Mitnick turned to
Shimomura, whom he had never met... 'Hello, Tsutomu,' Mitnick said. 'I
respect your skills.' Shimomura nodded solemnly."

                    _____

                              JAGUAR SECTION
                              ==============

Electronic Arts Signed?!
Cannon Fodder Released!
More I.S. Tips!
Winter CES Report!
And Much More!

> From the Editor's Controller - Playin' it like it is!
  """"""""""""""""""""""""""""""

     The '95 game releases have finally started. It's been a long
period between game releases, but the third-party games that have been
long-awaited are coming. Cannon Fodder is the first, with more on the
way.

     Up to now, it's been really quiet on the Jaguar front. Most
activity has been speculation and rumor - usually directed at Atari
with questions about the CD-ROM or new games. During my last talk with
folks at Atari, the CD-ROM is still slated for mid to late March.

     We've got a lot of interesting projects slated for future issues,
including a number of game reviews, interviews with Atari personnel,
and other articles. We hope you'll enjoy them!

        Until next time...

                    _____

> Jaguar Catalog STR InfoFile -   What's currently available, what's
  """"""""""""""""""""""""""""   coming out.

   Current Available Titles ~~~~~~

   CAT #   TITLE   MSRP   DEVELOPER/PUBLISHER

    J9000   Cybermorph $59.99   Atari Corp.
    J9006   Evolution:Dino Dudes $49.99   Atari Corp.
    J9005   Raiden $49.99   FABTEK, Inc/Atari Corp.
    J9001   Trevor McFur/
            Crescent Galaxy $49.99   Atari Corp.
    J9010   Tempest 2000 $59.95   Llamasoft/Atari Corp.
    J9028   Wolfenstein 3D $69.95   id/Atari Corp.
    JA100   Brutal Sports FtBall $69.95   Telegames
    J9008   Alien vs. Predator $69.99   Rebellion/Atari Corp.
    J9029   Doom $69.99   id/Atari Corp.
    J9036   Dragon: Bruce Lee $59.99   Atari Corp.

```
     J9003  Club Drive           $59.99        Atari Corp.
     J9007  Checkered Flag       $69.99        Atari Corp.
     J9012  Kasumi Ninja         $69.99        Atari Corp.
     J9042  Zool 2               $59.99        Atari Corp
     J9020  Bubsy                $49.99        Atari Corp
     J9026  Iron Soldier         $59.99        Atari Corp
     J9060  Val D'Isere Skiing   $59.99        Atari Corp.
            Cannon Fodder                      Virgin


     Available Soon ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~


     CAT #   TITLE                MSRP          DEVELOPER/PUBLISHER

            CatBox               $69.95              ICD
            Hover Strike         $59.99             Atari


     Hardware and Peripherals ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~


     CAT #   TITLE                MSRP          MANUFACTURER


     J8001  Jaguar (complete)    $249.99       Atari Corp.
     J8904  Composite Cable      $19.95
     J8901  Controller/Joypad    $24.95        Atari Corp.
     J8905  S-Video Cable        $19.95
            Jaguar CD-ROM        $149.99       Atari Corp.
```

> Industry News STR Game Console NewsFile - The Latest Gaming News!
  """

            -/- Sierra to Design Nintendo Games -/-

    Sierra On-Line Inc. has been signed by Nintendo to design video
games for its Ultra 64 three-dimensional home video game. Sierra says
it will develop and publish its "Red Baron" flight simulation game
exclusively for Nintendo.

    United Press International reports from Nintendo's Redmond,
Washington, headquarters the game will be played on the new 64-bit home
video game system now being developed by Nintendo and Silicon Graphics
Inc.

    Nintendo says its 64-bit system, which should be available for home
use in fall 1995, will carry a suggested retail price in the United
States of under $250.

            -/- 16-bit Games Remain Dominant -/-

    A comprehensive study of the U.S. video game business has found that
the market for 16-bit games is slowing but remains dominant since no
platform has emerged as a viable replacement to the 16-bit systems from
Sega and Nintendo, reports PRNewswire.

    "This is bad news for developers that are betting on the rapid
growth of CD-ROM platforms," said David Cole, president of DFC
Intelligence, the market research firm that conducted the study titled

"The U.S. Market for Video Games and Interactive Electronic
Entertainment."

     Since CD-ROM systems are expensive and will take some time to
develop consumer support, the cartridge game systems are likely to
remain dominant in the market throughout 1996. "It appears that both
Sega and Nintendo will rely on cartridge systems for the next two
years," explained Cole.

     Of all the new CD-ROM platforms, DFC Intelligence believes 3DO has
the best chance to challenge Nintendo and Sega for market share. "3DO
has a head start, strong corporate backing from Matsushita, and is
establishing a foothold in the marketplace with a growing library of
software," said Cole. "3DO, not Sony, is the company to beat when it
comes to CD-ROM platforms."

     Meanwhile, Nintendo and Sega should remain significant forces in
the industry. With increased competition, both companies will have to
make due with a smaller share of the pie; however, with the expected
growth of the market, it will be a larger pie.

     DFC Intelligence predicts that Nintendo and Sega should each
maintain a minimum 25 percent of the market for the next five years.
Said Cole, "Both companies have strong brand names, loyal customers,
and the required technological and marketing expertise."

     As for the growing installed base of personal computers with CD-ROM
drives, Cole explained, "It is highly unlikely that the personal
computer will become a significant platform for entertainment software
anytime soon." According to Cole, the problem with the PC as a game
platform is consumer acceptance. "It is the consumer that has the final
say, and right now they are rejecting the PC. The PC game market is
plagued by installation difficulties and hardware incompatibilities.
The PC is just not suited to be a mass market entertainment appliance."

     DFC Intelligence predicts that PC CD-ROM games will grow at a
modest pace; however, total revenues will pale in comparison to the
dedicated systems. Said Cole, "It will be hard for any title to make
money if it is only released on PCs."

     The findings in the report are based on historical trends, combined
with an analysis of present events.

                    _____

> WCES! STR SHOW NEWS
  """"""""""""""""""""

                         Atari WCES Report!
                    The Jaguar Comes to Winter CES!

- A look at what Jaguar items were at the recent Winter Consumer
  Electronics Show in Las Vegas, NV

by Marty Mankins, Jaguar Editor

It's been just over 6 weeks since the Winter Consumer Electronics Show
(WCES) was held in Las Vegas, NV. There were many Jaguar items on
display at the show. And since this time, no other Jaguar games have
been released. There has been talk of some new games that are ready to
roll off the production line, but nothing so far.

We are all anxious to see these titles and the much talked about Jaguar
CD drive. So, lets talk about what was at the show and the anticipated
dates they should be on store shelves.

THE NOW FAMOUS CD-ROM DRIVE

Since the initial double-city release of the Jaguar, there has been
talk of the CD-ROM drive and how it will work and possible games that
will make their way when the peripheral ships in late 1994. Well, it's
a bit past 1994, but the CD drive was in full view at the show. Many
"Oooohhed" and "Aaaahhhed" at the sight of the drive, it's integration
into the Jaguar console and the number of pre-release games that were
shown with the system. I know I was blown away, but for the amount of
time that has been spent on the CD drive, the "blown away" factor was
expected. Not just an answer to Sega's CD add-on or it's portable CDX
unit, the Jaguar CD drive is very nice, easy to use and has a wide range
of compatibility. The drive works with not only Jaguar games, but Photo
CDs, audio CDs and CD+Graphics compact discs. It's obvious they want
this drive to be used by more that just the Jaguar players in the house.

The price is good, coming in at $149.99 retail. Expect this to be the
selling price from most places for sometime (6-8 months). Software
titles will be out faster since they are on CD and easier to press and
create. Some of the future titles are Battlemorph, Blue Lightning and
Dragon's Lair. These and other exiting titles should help sell many CD
drives for the Jaguar. I've seen some other CD titles for both the PC
and the Sega CD system that need help and the titles I saw for the
Jaguar CD drive were incredible, with details galore and all sorts of
little things that make the game playable over and over.

The overall reaction to the CD drive was "finally", although Atari says
it won't be shipping until at least March. This gives some of us who
long for more Jaguar stuff to save some money and get at least Dragon's
Lair and Battlemorph.

NEW JAGUAR GAMES

Atari had Jaguar stations/kiosks all over their large booth (located next
to the Nintendo behemoth) playing all sorts of games, some shipping,
some soon-to-ship and some in pre-release form. The pre-release games
were limited in how complete the overall game was, but you got the idea.

One of the shipping games that received less-than wonderful comments was
Checkered Flag. This game could have been much better if they would have
refined the control of the car. I am amazed that the main aspect of play
in this game got past testers, beta sites and developers. It does take
a long time to master the control of the car, but it never feels like it
should.

Kasumi Ninja was thankfully better, but not as good as the hype it
generated early on. The version I played was the final shipping copy. I

had seen some demos earlier in the year (found on issue #5 of IE, a CD-ROM
magazine) and it looked really good. So, in my gore enticement, I tried
my favorite move - blowing off your enemies head clean off. After my fifth
try, it worked and the graphics blew me away. The game play is
hard - very hard - but this could be good for those who tire of a game
early on. I think this game will have moderate success, judging from the
feedback of other players.

Rayman was a big hit. Almost everyone that came to the booth waited
behind one of the Rayman kiosks to play the game. I found the game play
to be very close to excellent, with just a few refinements (such as when
the character interacts with other things on the screen) before it ships.
I rate this game as one that will sell a ton of copies. Let Atari and
UBI market this and people will flock to it.

Ultra Vortex from Beyond Games was another that looked like one of those
"Sega Killer" games that the Jaguar needs. It looked close to being
done and should ship before the end of March. Yet another fighter game
for the Jaguar (joining Fight for Life, Kasumi Ninja and Dragon), Ultra
Vortex looks clean. The action is fast and hot. The players are
detailed and you get hours of play time that will satisfy most players.

One game that already has its own FAQ (Frequently Asked Questions) file
on CompuServe is Fight for Life. This fighting game is different than
most. You fight for the ultimate championship, taking your opponents out
one by one until you reach your goal: gaining redemption and another
chance at life. Many of the on-lookers found this one to be good, but
there seemed like some things needed to be touched up like the
characters' details and some of the many other background scenes.

Space War 2000, Hover Strike and Troy Aikman Football were all well
received, but weren't quite done yet, so game play was hard to judge.
The second sports game for the Jaguar (Brutal Sports Football counts as
first), Troy Aikman Football looks complete. It has all the NFL teams
and game play is easy to learn and a challenge to master, making this
game a good pick. Space War 2000 and Hover Strike were not quite done
yet, but the screens that were available looked promising.

                        OTHER ITEMS OF INTEREST

Two other items that Jaguar owners may want to have in their gaming
plethora are the Jaguar Link and the Voice/Data Communicator. The
Jaguar Link allows two consoles to be linked together by standard RJ-11
phone cord at up to 100 feet away from each other. This would make it
possible to have more than two players (depending on the software). The
price is only $29.99 and should be available in the 2nd Qtr of 95.

The Voice/Data Communicator allows multiple players to connect via a
phone line, being able to play a two player game and talk to each other
via a headset at the same time. No ship date was announced, but it
should be available during 1995 for under $160.

                             FINAL NOTES

Well, that's about it for now. So during the short lapse waiting for
new games to ship, players can read how others reacted to games in my
next report, when I surveyed 10 people and had them see the current
top 10 games available for the Jaguar.

_____

> Jaguar Easter Eggs/Cheats/Hints STR InfoFile   -   Solving Those Riddles!
  ""

Sb: Secret Kasumi Ninja Code
Fm: SYSOP*Jeff Kovach 70761,3015
To: All

From the Internet's Jaguar mailing list, Travis Guy brings us word of
the first secret cheat code in Kasumi Ninja:

It took more than a little prying to get, but here's the FIRST released
Kasumi Ninja code!

// Kasumi Ninja "Character vs. Character" Mode

 Note: This requires two controllers plugged in to your Jaguar.

 Note: You should already have entered a Gore Code; if not, pick a very
       easy one to remember, like "111111".

 [] Go to the "options" screen.
 [] Access the "change code" option.
 [] You will see the dialog box asking you to enter a code.
 [] While holding the "A" & "C" buttons on Player #2's controller,
    enter "6" "2" "1" "5" "4" "4" on Player #1's controller.
 [] You will hear an audible "Ha", and the words "Wrong code" will
    appear as confirmation. (The "Wrong code" may proceed the "Ha".)
 [] Exit from the "options" screen.

Go ahead and start a game, and play characters against themselves.
(i.e., Angus versus Angus....) The character representing Player #2
will appear onscreen a shade darker than the character representing
Player #1.

Enjoy!

                    _____

> Jaguar Online STR InfoFile   Online Users Growl & Purr!
   """""""""""""""""""""""""""

Sb: #More EA Rumors
Fm: SYSOP*Jeff Kovach 70761,3015
To: All

Today on the Internet, on the Jaguar mailing list the following message
appeared containing some information from a British video games magazine,
'Games Master', about some very popular Electronic Arts titles possibly
being in the works for the Jag CD!

From: pboyle@maths.tcd.ie

I know I'm new round here, and that I've only had my Jaguar 1 week, but I think I have some info you lot will die for. It comes from the March 1995 issue of a UK magazine called Games Master(#27), which is quite reputable and has a high (for UK) circulation of over 65,000. This is from page 8:

"3DO GAMES FOR THE JAGUAR" - "ATARI and ELECTRONIC ARTS (stalwart supporters of, and main driving force behind, 3DO software) are set to bring some absolute classics to the Jaguar when the new CD add on is launched.

The incredible PC/3DO smash WING COMMANDER 3 is the pick of the pile and other titles include some of the best games on 3DO. THE NEED FOR SPEED (the racing game which has taken the office by storm) will be one of the first to appear alongside FIFA SOCCER and JOHN MADDEN FOOTBALL.

This is a real coup for ATARI as ELECTRONIC ARTS have been long time supporters of the 3DO and nothing else in the super-console stakes."

There now. That was worth taking a little bandwidth for, I think you'll agree. And for the record, their e-mail is gmmag@mail.on-line.co.uk . I wouldn't expect replies from them though, as this is for their letters page. Try browsing www.futurenet.co.uk for someone's personal address on their staff if you really can't believe me.

PS They also say MKII is coming to the Jaguar. I guess as a stop-gap until MKIII appears?

Sb: #71768-More EA Rumors
Fm: SYSOP*Jeff Kovach 70761,3015
To: Chris Miller 72733,334

 > I don't think I understand your message. EA is purely a software
 > company, they don't push any one platform. They develop for Sega,
 > Nintendo, 3DO and others. I don't see how the competition between
 > Atari and 3DO fits in?

    Supposedly, EA still has very strong ties to Trip Hawkins. They have made it very well known that they are giving strong support to 3DO, even before the system was selling. I think EA may also own a significant portion of 3DO - I'm sure someone here who knows can tell us for certain. And, EA has a long history of NOT supporting Atari products.

   BTW, there has been a follow-up post to the message that started all of this on the Internet. Nobody believed the guy there either, so he sent email to someone at Games Master magazine to ask if they'd stand behind their story:

 From: pboyle@maths.tcd.ie (Philip Boyle)
 Subject: Now maybe you'll believe me . . . .
 Date: 15 Feb 1995 15:34:45 -0000

 Hi again.

Fair enough, if you lot are too paranoid to believe little ol' me, here is confirmation *DIRECT* from the EDITOR of GAMESMASTER magazine. I sent

him the following mail, and received the attached reply:

 Date: 15/2/95 11:46 am
 To: Simon Kirrane
 From: pboyle@maths.tcd.ie
 Subject: Could you please send me a short message?
 Hi,
 I recently posted to a newsgroup about the eXclusive you revealed
concerning Atari and Electronic Arts. The problem is no-one will believe
me, so could you just send me a 2 line message saying you back the story
100% ? Thanks.

 PS Some think it is a very early April Fools. Please don't say it is.

        Reply to: RE>Could you please send me a short message?

The story, that EA will be developing games for the Jag CD came direct
from Atari themselves. So yes I back it 100%. Thanks for showing an
interest.

Now maybe you'll believe me. If not, why not go ask Travis?

Sb: #71738-#More EA Rumors
Fm: John Gibb 100410,3556
To: SYSOP*Jeff Kovach 70761,3015 (X)

I spoke (email) to an EA representative just after they bought Bullfrog
(the company that EA say is independent, but have monthly meetings to
say which product they'll can next !). And asked him whether Bullfrog
will release the Bullfrog games already destined for the Jag and will
they be releasing any new games for the Jag.

Quite simply, EA will fulfill all Bullfrog obligations but will not be
releasing any games for the Jaguar in the foreseeable future as they're
not looking into that platform.

I wouldn't hold your breath for EA to release anything for the Jag
they've obviously decided (from what I've been told) that the 3DO is
the platform of the future (or is it the 3DO-2 or 3DO-3 or 3DO-4) and
that they'll go out of their way to crush the competition.

 Someone on usenet came up with a nice name "3DOpes".

 Regards,
        John
 (Jag less and waiting for the possibility of the PC Jag-on-a-card)

 _____

> ONLINE WEEKLY STReport OnLine   The wires are a hummin'!
   """"""""""""""""""""""""""""""""

                      PEOPLE... ARE TALKING
                      ====================

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On CompuServe
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compiled by
Joe Mirando
CIS ID: 73637,2262
```

Well folks, here we are again. Before we get into this week's news and
info, I'd like to tell you a little story. This actually happened to me
a little over a year ago and, every once in a while, I think about it
and get a little case of the chuckles. Maybe you will too...

CompuServe had just become the first online service of offer a
previously un-released song as a MicroSoft WAV file for folks with DOS
machines and Windows (which I normally refer to as "WinDOZE"). Being
the type to be interested in every new offering that CompuServe has, I
decided to download it and check it out.

It was an Aerosmith tune called Head First and wasn't available anywhere
but CompuServe... not even in the record stores. So I went to the Music
area on CIS and chose the option to download the file. There were two
choices: The stereo version, which was about four and a half megabytes
long, and the mono version which was about 2.2 meg long.

I chose the mono version and got set to put my 14.4 modem to work. But
before the download commenced, CompuServe's software asked me several
questions to make sure that I wasn't just wasting my time (and theirs).
First, they wanted to know if I had an MSDOS computer. I answered yes.
Then they wanted to know if I had WinDOZE 3.1 or higher. Again I
answered in the affirmative. Then they asked if I had a sound card.
"Of course I do" I told them. Once all the criterion had been
satisfied, my modem began chugging away, transferring Head Tune from
CompuServe Central to my lowly little Atari STe. You see, I don't have
a DOS computer, Windows, or even a sound card. But I knew something
that CIS didn't... the ST series of computers is smart!

Well, I got the file, loaded it up and played it a few times. It
certainly wasn't CD-Quality, it wasn't a particularly good song either. I
think Aerosmith sounded better when they were younger... and when I was
<grin>.

Several weeks later, I was talking to a programmer friend of mine who
had also downloaded the file. He has the latest DOS technology,
WinDOZE, and even a shiny, new 16 bit sound card.

"Have you heard about that new Aerosmith tune", he asked?

"Yeah," I replied, " I wasn't real impressed, though".

"Hey," he said, "when did you get a DOS machine"?

"I didn't," I told him, "I used my Atari".

"But you have to play it on a DOS computer... it says so on CompuServe".

"Oops," I chuckled, "I guess I goofed, then".

"But the Atari doesn't use DOS, does it", he asked?

"No," I told him, "It uses GEM by DRI, and TOS... Atari's operating system".

"Well, he asked, "Can you run Windows on it"?

"Nope," I said, "And I wouldn't even if I could".

"Well you had to go out and buy a sound card, though, right"?

"Uh-uh" I said, "sound capability is built in".

He was now getting upset. He was used to thinking of DOS as the epitome of operating systems. "Well," he asked, "what did you have to do to play it"?

"I just downloaded it and played it through a sound program" I told him.

To prove my point, I pulled out my trusty STacy which is a portable ST and played the song for him.

After he picked his jaw up off of the floor, he said "Yeah, but I'll bet that program cost you quite a few bucks".

"It sure did," I told him, "A whole fifteen dollars".

His MicroSoft-riveted world was looking a bit odd to him at that moment. So he decided to find out about this wondrous new operating system. "How much memory do you have in that computer" he asked?

"Four megs," I told him, "and I've almost never needed any more than that".

"Four megs"? He asked incredulously, "That's not possible! It must take at least a meg for the operating system alone... Windows does!"

"Ah, yes," I said, "but this isn't WinDOZE. You see, WinDOZE has to jump through hoops to get that Intel chip and all of those "optional" add-ons like monitors and sound cards to do what they do. The Atari was designed from the start to do those things, so it's not a big deal".

"Well," he asked, "how much memory DOES the operating system take up"?

"Just a few kilobytes for pointers and things like that" I told him. "You see, the operating system is in ROM, so it doesn't have to be loaded up every damned time you turn the machine on. And there's no chance of munging the system files that way".

"I just paid two thousand dollars for my computer, several hundred for a sound card, and about eighty for a WAV sound player... How much did your Atari cost you" he asked?

"Well, let's see," I began, "I paid five hundred for my STe, and... oh, that's it. I don't need any of the other stuff". I wish I had a camera to capture the look on his face for posterity.

We went on talking about TOS vs. WinDOZE for quite a while, and he came away with a new respect for Atari computers... and for me.

Several people have asked me to relay this story... one of them even

saying that he'd pin it up on his dashboard for moments when he needed a
chuckle, so here it is. I hope you enjoyed hearing about another DOS
weenie eating crow... I know I did.

Now let's get on with the info that's available every week right here on
CompuServe...

From the Atari Computing Forums
==============================

Lars-Hakan Sundman asks a question that many of us are asking:

  "I've been a atari programer from the time I put my fingers on the
  atari 400 and before it the atari game console. Now i wonder as a
  professional programmer, is there a future??? The PC has such a large
  backing, everything i do is for the PC and every crown iv'e earn is
  from the PC so why shuld i care about which architecture is the best,
  My next market is the Windows NT with Open GL... may the mighty P6 Be
  with you...."

Sysop Ron Luks tells Lars:

  "There is no future for Atari Computers (TOS based) at this point in
  time. Even the company itself has put all its resources behind the game
  machine."

Our own dear, sweet, teddy bear of a Publisher, Ralph, tells Ron:

  " Too true, and the newest "clone" has an incredibly high msrp of
  $3000.00 on it. The C-Lab Falcon "resurrection".

  It's unbelievable. Like watching people at a wake.. hoping the
  deceased will rise and walk again. Bless them all."

I'd just like to point out that Ralph has ALWAYS pointed out that the
Atari hardware was fantastic, it was the marketing and lack of serious
development that "done it in".

Meanwhile, Jon Sanford adds his own thoughts:

  "I believe there is a Future for Atari Computers. As a Amature & Hobby
   activity. Similar to Restoring old radios & classic cars.

  It is very stressfull to try to keep up with the Microsoft/Intel or
  Apple/IBM/Motorola... computer scene. There is the lure of lotsa
  money, there is also lotsa competition (cutthroat).

  We see in this forum & the Portfolio section a steady supply of people
  who have recently aquired Atari computers. The inital cost of "getting
  into computers" with used Atari stuff is minimal."

Brad Cross tells Jon:

  "At almost every supermarket I go to there are two monthy magazines on
  VW bugs.Why? Good hardware,lots of parts available, lots of mods to do.
  This is the future for Atari Computers, but only if people stop whining
  and make it so."

Good point, Brad.

John Amsler tells us:

  "Without having made ANY changes ANYWHERE, I suddenly can no longer use
  Associated Press Online, or U.S. New & World Report, or any other of
  the services of Basic News. For example, here's what I get when I try
  to GO APO:

  KAPlie

        AocitePrelie AocitePreVieotexNewSerice

                                        orit995AocitePre Alliteere

eifortiocoti
  eiteAPlieewreortotelie roctoroterwiereitritewitotteriorwrittetoritof
  teAocitePre.

  Pre<forore!

  What's going on????? (I even tried reloading STalker [3.02] from the
  original disk, and I get the same thing.) I've sent two separate
  messages to CIS Customer Service via Feedback since Friday, but have
  not even received so much as a "We received your message and are trying
  to solve the problem" type of response."

Carl Barron tells John:

  "Looks like you are receiving only newlines at end of a line and your
  terminal program does not add the missing returns. Check your terminal
  setup on CIS and your term. prog."

Ken Goodwin adds his lament:

  "I, too am having the same problem with AP Newswire (Go AP). It just
  started a few days ago. I have made no changes in my terminal
  settings."

Evidently CompuServe or AP has changed something... we'll keep you
posted. Dazzz Smith, a long-time Atari user tells us:

  "I went for a [Mac] Performa 475 with 8 meg ram (4 isnt practical)
  250meg HD and a 15 inch Multiscan monitor (better than the 14" and not
  much more) also get Ram Doubler which does double the Ram if your going
  the Mac route."

John Amsler asks Dazzz:

  "Do you know if it's possible to put a GEMulator card in one of those
  new Mac models that were introduced last year -- the kind that are a
  PowerPC-based Mac but also have a 486 onboard?

  (Wouldn't that be the best of a bad situation in today's Tower of Babel
  home computer environment: a PowerPC Mac, MS-DOS/Windoze, *and* TOS
  all in the same box? I "suspect" you'd be able to run Linux as well.)"

Dan Parrish tells John:

"Excuse me for jumping in here but I just today read a review of the
MagiCMac. The review was in one of the European mag's, and right now
I don't remember which one. Anyway, what I read sounded GREAT!!!!!!
This emulator comes on one disk, and it has only two files, one is the
install program. It ran the Atari software they tried, Papyrus,
Calamus SL amongst others. Apparently, it is all software with no
hardware involved. What I thought of as the real beauty, you can
create TOS partitions on the existing MAC hard drive without
reformatting, you can hook up an Atari formatted external SCSI
hard drive and go with it. Again. there is nothing special to do. They
ran GEMBench and found the MagiCMac emulator ran 3 times faster than a
TT on a Mac Quadra 800. I don't remember what the price was, but the
emulator was picked up at one of the European Shows, so I guess it is
in production????

Just thought I would share that bit of news."

We'll keep you posted on anything more on this little jewel... it shows
promise!

Jim Wellington asks for help:

"I have a Stacy 4 and in attempting to install Warp 9, inadvertantly
copied the Falcon version of the program into the AUTO folder. Now the
HD boots as far as the header for the falcon program and then bombs.

The only problem is that the Stacy does not recognize and partitions
on the HD when booted from a floppy. Normal procedure for booting from
the HD is to not have a floppy disk in its drive and then it will
autoboot from the HD.

Has anyone else found a solution short of removing the HD and fixing
it on a 1040) ?

I have the Atari Stacy HD disk and can't come up with anything from
that. My local dealer is also stumped. Is there a key combination
sequence that will cause a boot from the HD even with a floppy in
place?

Any hints will certainly be appreciated!"

Carl Barron tells Jim that he has...

"NO EXPERIENCE WITH stacy particulars. But normally if you hold the alt
key during the boot up it will boot from floppy. On the floppy I do
emergency boots from there is an auto folder containing only ahdi.prg.
Booting from the floppy leaves you in st low if color but no problem
yet. delete the bad files from C:\AUTO and replace with the good ones.
Reboot from the HD. [get deskmanager or superboot and you can then
avoid these problems easily, as it allows you to stop and edit the auto
folder/da's etc. before completing the boot.] if there is no auto
folder, you can run ahdi.prg immediately after it boots to the 'AB'
desktop. and intall drive C, then it does not attempt to load DA's
from drive C. But Drive C should be accessable. Delete the bad files,
and replace with the correct ones."

Bob Caroles tells us that he's had...

"...a look around the forum trying to find information on a reliable
tape backup system for the ST, and I must admit that I'm still a bit

uninformed. Can anyone out there tell me in straightforward terms where
I can buy a tape backup system for the Atari in the UK? I'm a simple
soul and talk of QIC, etc, etc makes my head spin..."

Boris Molodyi tells Bob:

  "The easiest solution I know of is to purchase Diamond Back III
  program (I believe HiSoft distributes it in the UK) and use it with
  just about any SCSI tape backup unit. You need to have a SCSI tape
  drive, though."

From the Graphics Support Forum
===============================

On the current hot topic, the decision by Unisys to enforce their
patents on LZW compression which is used in the popular GIF picture
format, John Parker posts:

  "There is a widely known law, "The Law of Unintended Consquences",
  that may well come into play and end up biting Unisys on the butt!
  GIF/LZW has rocked along for lo these many years with hardly anyone
  giving it a second thought. Now, suddenly, Unisys brings it to the
  forefront.   Hundreds and hundreds of really sharp small business type
  people are confronted with the kind of problem small business types
  excel at solving. The companies Unisys has dealt with in the past on
  the LZW patent are the really big guys who have the megabucks to "go
  along to get along". They just saw the $20,000, or whatever the
  amount is, as a cost of doing business. Now, all of a sudden, they are
  forcing people who don't have the bucks to go along to examine the
  patent (probably more carefully than ever before) to find weaknesses in
  it, and/or look for better ways to get done what it is they do. That's
  a bad combination for Unisys! Face it, if someone finds a better way
  it might also work in modems and at that point Unisys has lost on both
  counts! I don't say this will happen, but it certainly is not a good
  idea to infuriate hosts of small business types all over the world.
  Necessity is, indeed, the mother of invention!"

George Ganoe adds:

  "And after all of that maneuvering they did in front of the ANSI
  standards board to get their patent approved for the v.42bis standard
  too.   I wholeheartedly hope some one is able to find a better
  replacement and get the standard amended to permit the new and free
  compression to be used in lieu of the LZW version in the modems. <G> It
  would serve them right in my view. I don't think that standards should
  promote patented techniques or devices in any case. If a company wants
  their patent incorporated in a standard they should be required to
  release the patent to the standards organization for free use. The
  fact that the patent gets incorporated into the standard should be
  enough of a reward, since they would be able to utilize the technology
  that presumably they are most proficient in anyway in their version of
  the standard product. They shouldn't also be able to collect royalties
  from others as well."

Steve Rimmer talks about making the process of patenting something
patented:

  "Could we make it retroactive? Or no, wait... make it recursive. We

patent it, and then patent the process of violating it. Anyone who
violates it owes us for the violation, and for the violation of the
violation, and for the violation of the violation of the violation, and
so on...

Perhaps we could patent specific hexadecimal numbers... or specific
machine instructions. This would make it prohibitively expensiev for
other developers to use critical instructions in their software.
Imagine not being able to add two integers any more. I wonder if the
royalty would be based on the number of times such an instruction
appeared in an application, or the number of times it was actually
executed."

Russ Wood tells Steve:

  "You can only patent positive numbers as the government already has all
  the negative numbers sewn up! ...(g)...I think...."

Dan Richardson asks:

  "How does a publicly accessible online service differ from a shareware
  CD, or a book including a bundled disk of freeware? Unisys has decided
  those are liable."

David Holm tells Dan:

  "A CD or a book is a product, whereas an online service is a service
  provider."

Dan counters with:

  "Both are systems in which you pay for the _delivery_ of information,
  not for the information itself. Unisys has taken the position that the
  fee charged for a CD means the freeware programs on it are not free.
  They are certainly capable of deciding that the fee charged for an
  online service means the freeware programs on it are not free, either."

Terry Wilkinson posts:

  "Not to nitpick, but .GIF images on most CD *titles* (as opposed to
  simple image archive and library CD's) are used and viewed by the user.
  This requires an engine to uncompress the images, and hence, a royalty
  to Unisys. It seems to me that is your CD ROM title displayed .GIF
  images you would have to pay a royalty on each and every CD. Am I
  mistaken?"

Glen Chapman tells Terry:

  "Not from what I've read based on the Unisys claims. It also seems
  that they want a % of SRP, without any regard to what GIF/LZW
  contributes. In the worst case, if I did a EBOOK and had a single GIF
  image as a splash screen I would be liable for the royality on SRP.

  Lot's of groups feel that LZW decoders should be legal without
  royalties, but no legal precedent has been set yet."

Frank Slinkman adds:

  "The royalty would not be payable on the "single GIF image as a splash
  screen" but on the program which decodes and displays the GIF file. If

no such program was on the CD, no royalty would be due."

Larry Wood tells Terry:

  "In the senerio you discribe, a CD-publisher should be paying someone
  for the use of a drive-engine type decoder, thus that sum would be
  subject to the royalty, at least, according to my understanding of the
  agreement. For instance, if CSHOW is being used as a drive-engine for
  a CD, the CD-publisher would have (should have) negiotated with Bob
  Berry for the rights to use CSHOW as the drive-engine, making Bob
  liable for 0.8% royalty on any sum he received from the publisher.
  Since Unisys has said to me that royalty is only due once during a
  particular chain of use, I would take that to mean that the 0.8% is the
  only money due Unisys. Note here carefully that this senerio is only
  for shareware authors; I don't know how this would apply to a
  commercial producer who is using a licensed toolbox."

Well folks, it is indeed an interesting subject, and will no doubt get
more interesting since CompuServe has just announced that they will be
adding another type of picture format. Stay tuned for more info...
things are sure to keep on simmering.

Be sure to tune in again next week, same time, same station, and be
ready to listen to what they are saying when...

                          PEOPLE ARE TALKING

          """

                        STReport's "EDITORIAL CARTOON"
                        """""""""""""""""""""""""""""""""

> A "Quotable Quote"   A true "Sign of the Times"
  """""""""""""""""""   Of Human Tragedy

Mr. NEWT or Ms. Reno, did you know that...

                  Jacksonville, Florida is STILL TRYING to
                        complete DESEGREGATION in its
                              SCHOOL SYSTEM!!

    Quite an example to set for the children in those schools! They must
          really wonder about the validity of politics and politicians.
    Jacksonville's obvious tardiness is an indelible blemish on the Nation's
                        Civil & Equal Rights track record!

                  Hey PEOPLE!! THIS IS 1995!! YOU'RE LATE!!
                          LET'S GET WITH THE PROGRAM!